

Careers Bar Rezzed 2017

EVENT	TIME	THURSDAY 30 MARCH	FRIDAY 31 MARCH	SATURDAY 01 APRIL
CAREERS ADVICE SESSION	11.00 - 12.30	<p>Ross Mansfield - Creative Director at Furious Bee Lizl Atwood - Technical Director at Furious Bee Dom Sacco - Content Manager at BESA Jo Haslam - senior Games Designer at Snap Finger Click Martijn van der Meulen - Co-Founder and Development Director Snap Finger Click</p>	<p>Luke Savage - Senior Academic Development Manager at SIEE Will Lowther - Business Development at Multiplay Tony Gowland - Indie Game Developer at Ant Workshop Jess Hilder - European Community Manager at Epic Games</p>	<p>Matt Syrett - Lead Artist at Table Flip Games Ryan Courtler - Producer at Hopster Nick Duncombe - Resource Manager at PlayGround Games Alex Grahame - Artist at The Chinese Room</p>
TALK	12.30 - 1.00	<p>Stefano Petruccio - Founder of Renaissance PR <i>"Working in Games Industry PR"</i></p>	<p>Liz Mecuri - Educational Evangelist at Unity <i>"Opening Pandora's (Black) Box"</i></p>	<p>Nick Duncombe - Resource Manager, Playground Games <i>"Expand your Horizons: How to secure a role at a AAA studio"</i></p>
TALK	1.15 - 1.45	<p>Gavin Price - Studio Director at Playtonic <i>"Playtonic's Past, Present and Future"</i></p>	<p>Samantha Kingston - Co-Founder, Virtual Umbrella <i>"Careers in VR"</i></p>	<p>Rosa Carbo Mascarell - Digital Content Officer at the Creative Industries Federation <i>"Wearing many hats - how to build a games career that doesn't exist yet"</i></p>
CAREERS ADVICE SESSION	1.45 - 3.15	<p>George Osborn - Founder of GO Editorial Vic Prentice - Studio Manager at OMuk Des Gayle - Founder of Altered Gene Lucienne van Bokhorst - Account Coordinator at Heaven Media Robbie Paterson - Account Manager at Indigo Pearl</p>	<p>Jack Sanderson - PR Manager at Coatsink Rob Murray - Talent Attraction Manager at Dovetail Attilio Carotenuto - Game Director at Himeki Games Alex Moyet - Founder and Director of Amcade Jon Wills - Freelance Tools Programmer</p>	<p>Kamil Slawicki - Programmer at Supermassive Games Tommy Thompson - Lead Designer and Programmer at Table Flip Games Lana Zgombic - Associate Producer at 22Cans Dan Travis - Level Designer at Codemasters Teressa Wright - Test Team Manager for Lionbridge Games Services</p>
TALK	3.15 - 3.45	<p>Mason Grove - Business Development Manager at ESL <i>"Careers in esports"</i></p>	<p>Jodie Azhar - Lead Technical Artist at Creative Assembly <i>"The Journey from Grad to BAFTA Breakthrough"</i></p>	<p>Ellie Spanovic - Community Manager at Team17 <i>"Forging your own path into Community Management"</i></p>
TALK	4.00 - 4.30	<p>Rob McLachlan -Lead Level Designer at Creative Assembly <i>"Careers in Design and what to put on your CV to stand out"</i></p>	<p>Dave Jewitt - Video Producer at GameSpot <i>"From Solo To Studio - How To Get Into Games Media"</i></p>	<p>Chris Budd - Engine programmer at Creative Assembly <i>"Programming on Total War"</i></p>