

Enjmin Game Conferences

LECE

16/18
February
2022

le **cnam**
enjmin


Université
de Poitiers

Campus Image
Magelis
Angoulême

Schedule

Wednesday, February 16th



10h00 - TBC

Lucas Rousselot | Lead Sound Designer, Sloclap



11h00 - Tips from a Ubisoft UR: post mortem of 7 years on the job

Alizée Mialane | Lead User Researcher Support, Ubisoft Paris

LUNCH



13h30 - PANEL - Terrains et approches du sound design

Katelyn Isaacson | Freelance Sound Designer, formerly at Ubisoft Nadéo

Arnaud Noble | Audio Lead, DONTNOD Montréal

Nicolas Titeux | Freelance Sound Designer (*Warchief, Ghost of a Tale...*)



15h00 - Faire parler le monde : la narration systémique en monde ouvert

Léa Talbot | Narrative Designer, Ubisoft Paris



16h00 - Le MVP, méthode de production alternative

Éléonore Ronneau | Producer, Tactical Adventures



17h00 - Les différents types d'onboarding

Célia Hodent | Game UX Consultant



18h00 - Graphics and Game Engine Programming

Devansh Maheshwari | Graphics Software Engineer, Supergiant Games

Thursday, February 17th



10h00 - La génération procédurale

Jérémy Guéry | CEO & Co-Founder, Bulwark Studios



11h00 - PANEL - Faire son jeu seul

Sébastien Bénard | Game Developer, *Nuclear Blaze*

Agnès Vuillaume | Game Developer, *The Sundew*

Géraud Zucchini | Game Developer, *Buissons, Larcin Lazer*

LUNCH



14h00 - PANEL - La représentation dans le jeu vidéo

Camille Boulc'h | User Researcher, Ubisoft

Mickaël Newton | CSR Project Manager, Ubisoft

Léa Talbot | Narrative Designer, Ubisoft Paris



15h30 - PANEL - Différentes facettes du game design

Cindy Asselin de Beauville | Freelance Narrative Designer

Adrien Chaibi Merlin | Editorial Economic Designer, Ubisoft



16h30 - PANEL - Relationship between developers and publishers

Morgane Berthou | Producer, Guerrilla Games

Juan de la Torre | Producer, Devolver Digital

Friday, February 18th



10h00 - Practical art in the game development industry

Yan Shu | Concept Artist, Riot Games



11h00 - Puzzle design

Arvi Teikari | Game Developer, *Baba Is You*



12h00 - Les toilettes et la narration dans le jeu vidéo

Pia Jacqmart | Game Director, Lightbulb Crew

LUNCH



14h30 - **WORKSHOP** - Introduction to procedural geometry

Harry Alisavakis | Technical Artist, Jumpship

[Requires a PC and Unity]



16h00 - Coder en indie ou AAA : quelles approches ?

David Elahee | Co-Founder, Headbang Club



17h00 - La direction artistique : chacun a une histoire à raconter

Alexandre Chaudret | Art Director, Hexworks

+ **LIVE PAINTING**



The event will be hosted on the virtual gathering space WorkAdventure.

Head over to the Amphiteater to watch the conferences!



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You can follow us on Instagram and Facebook!



General



Game Design



Sound & Music



Programming



Game Art



UX/UR



Project Management

Conferences are held in French unless stated otherwise.