

Program 2023





WEDNESDAY 15 FEBRUARY | SCHEDULE



ALL THE PANELS ARE TAKING PLACE IN THE LECTURE THEATER



9:30 a.m. - 10:30 a.m. | Building Environments for Stray
Nicolas Millot | Level Artist, BlueTwelve Studio



11:00 a.m. - 12:00 p.m. | Accessibility in Demanding Games
Thibault Cabanas | UX/UI Lead, Slocap (formerly)

..... LUNCH BREAK 12:00 P.M. - 14:00 P.M.



2:00 p.m. - 3:00 p.m. | Sciences and Video Games (remote)
David Louapre | Science Director, Ubisoft



3:00 p.m. - 4:45 p.m. | Sound Design and Voice Design in Sifu
Laurianne Espinadel | Sound and Voice Designer, Slocap
Lucas Rousselot | Lead Sound Designer, Slocap (remote)



5:00 p.m. - 6:00 p.m. | Personal journey : UR vs UX, an overview of my missions at Ubisoft and what it was like to go from one to the other
Margaux Merciol | UX Designer, Ubisoft Bordeaux



THURSDAY 16 FEBRUARY | SCHEDULE



ALL THE PANELS ARE TAKING PLACE IN THE LECTURE THEATER



9:30 a.m. - 11:00 a.m. | **Strategy of Studio Creation**
Mathieu Girard | CEO, Tactical Adventures



11:15 a.m. - 12:15 p.m. | **The Role of an Inspirational Content Advisor in Video Games**
Eve Ben-Haïm | Inspirational Content Advisor, Ubisoft

..... LUNCH BREAK 12:15 P.M. - 14:00 P.M.



2:00 p.m. - 3:30 p.m. | **Composing Music for Video Games**
Olivier Derivière | Composer, AMEO



3:45 p.m. - 4:45 p.m. | **Game Directing is a right-wing affair**
Pia-Victoria Jacqmart | Game Director, Lightbulb Crew



5:00 p.m. - 6:00 p.m. | **Expressing Producing: which tools for narrative?**
Laura Fournier | Senior Producer, Nerial-Devolver Digital



6:15 p.m. - 7:15 p.m. | **Procedural Generation**
Jean-Baptiste Hervé | Ph.D Student, University of Hertfordshire



FRIDAY 17 FEBRUARY | SCHEDULE



ALL THE PANELS ARE TAKING PLACE IN THE LECTURE THEATER



9:30 a.m. - 11:00 a.m. | Journey of a Game Artist, how I found in the industry as a generalist

Aline Krebs | Senior Game Artist, Next Games, a Netflix Game Studio



11:15 a.m. - 12:15 p.m. | Panel Discussion (remote)

Emeric Thoa | Creative Director, The Game Bakers

***** LUNCH BREAK 12:15 P.M. - 2:00 P.M. *****



2:00 p.m. - 3:00 p.m. | 3D Audio Production for VR

Charles Verron | Founder, Noise Makers



3:15 p.m. - 4:15 p.m. | A data-driven real time 4X-RTS AI for D Wars using Haxe

Tom Georgin | Gameplay Programmer, Shiro Games



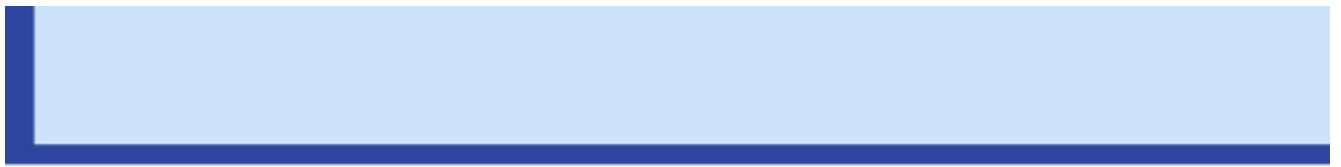
4:30 p.m. - 5:30 p.m. | Joining a project at the end of production Starting by the end

Hugo Dunas-Wald | Technical Game Designer, BlueTwelve Studio



5:45 p.m. - 7:15 p.m. | Why you absolutly should(n't) make your game engine

Rémy Devaux | Co-Founder, PunkCake Delicieux



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