

# Careers Bar Rezzed 2017

EVENT	TIME	THURSDAY 30 MARCH	FRIDAY 31 MARCH	SATURDAY 01 MARCH
CAREERS ADVICE SESSION	11.00 - 12.30	<p><b>Ross Mansfield</b> - Technical Director at Furious Bee  <b>Lizl Atwood</b> - Creative Director at Furious Bee  <b>Dom Sacco</b> - Content Manager at BESA  <b>Jo Haslam</b> - Senior Games Designer at Snap Finger Click  <b>Martin van der Meulen</b> - Co-Founder and Development Director Snap Finger Click</p>	<p><b>Luke Savage</b> - Senior Academic Development Manager at SIEE  <b>Will Lowther</b> - Business Development at Multiplay  <b>Tony Gowland</b> - Indie Game Developer at Ant Workshop  <b>Jess Hilder</b> - European Community Manager at Epic Games</p>	<p><b>Matt Syrett</b> - Lead Artist at Table Flip Games  <b>Ryan Courtler</b> - Producer at Hopster  <b>Nick Duncombe</b> - Resource Manager at PlayGround Games  <b>Alex Grahame</b> - Artist at The Chinese Room</p>
TALK	12.30 - 1.00	<p><b>Stefano Petruccio</b> - Founder of Renaissance PR  <i>"Working in Games Industry PR"</i></p>	<p><b>Liz Mecuri</b> - Educational Evangelist at Unity  <i>"Opening Pandora's (Black) Box"</i></p>	<p><b>Nick Duncombe</b> - 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><b>Gavin Price</b> - Studio Director at Playtonic  <i>"Playtonic's Past, Present and Future"</i></p>	<p><b>Samantha Kingston</b> - Co-Founder, Virtual Umbrella  <i>"Careers in VR"</i></p>	<p><b>Rosa Carbo Mascarell</b> - 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><b>George Osborn</b> - Founder of GO Editorial  <b>Vic Prentice</b> - Studio Manager at OMuk  <b>Des Gayle</b> - Founder of Altered Gene  <b>Lucienne van Bokhorst</b> - Account Coordinator at Heaven Media  <b>Robbie Paterson</b> - Account Manager at Indigo Pearl</p>	<p><b>Jack Sanderson</b> - PR Manager at Coatsink  <b>Rob Murray</b> - Talent Attraction Manager at Dovetail  <b>Attilio Carotenuto</b> - Game Director at Himeki Games  <b>Alex Moyet</b> - Founder and Director of Amcade  <b>Jon Wills</b> - Freelance Tools Programmer</p>	<p><b>Kamil Slawicki</b> - Programmer at Supermassive Games  <b>Tommy Thompson</b> - Lead Designer and Programmer at Table Flip Games  <b>Lana Zgombic</b> - Associate Producer at 22Cans  <b>Dan Travis</b> - Level Designer at Carbon Made  <b>Theresa Wright</b> - Test Team Manager for Lionbridge Games Services</p>
TALK	3.15 - 3.45	<p><b>Mason Grove</b> - Business Development Manager at ESL  <i>"Careers in esports"</i></p>	<p><b>Jodie Azhar</b> - Lead Technical Artist at Creative Assembly  <i>"The Journey from Grad to BAFTA Breakthrough"</i></p>	<p><b>Ellie Spanovic</b> - Community Manager at Team17  <i>"Forging our own path into Community Management"</i></p>
TALK	4.00 - 4.30	<p><b>Rob McLachlan</b> - Lead Level Designer at Creative Assembly  <i>"Careers in Design and what to put on your CV to stand out"</i></p>	<p><b>Dave Jewitt</b> - Video Producer at GameSpot  <i>"From Solo To Studio - How To Get Into Games Media"</i></p>	<p><b>Chris Budd</b> - Engine programmer at Creative Assembly  <i>"Programming on Total War"</i></p>