



SGJ 2022 CONFERENCE SCHEDULE

*** All talks are in English**

November 19

Location: French Institute in Bulgaria

Doors open: 9:00

Talks:

10:00 - 10:40 - Victor Dosev (Creative Assembly Sofia) - How to THINK and TALK about games - Adapting the MDA approach for personal projects and game jams

10 min. break

10:50 - 11:30 - Veselin Efremov (Unity Technologies) - Game Technology in Film Production: Case studies from Unity's Demo Team

10 min. break

11:40 - 12:20 - Viktor Ketipov (Kipi Interactive) - NFTs in Games - Present, Past, and Future

10 min. break

12:30 - 13:10 - Adrien Bacchi (Chibi Phoenix) - Video games industry - creative eldorado & explosive growth

40 min. break

13:50 - 14:30 - Jonas Kyratzes (Croteam) - Spatiality and Dialectics in Game Narrative

10 min. break

14:40 - 15:20 - Alex Tokmakchiev (Hypixel Studios) - Understanding the difference between UI and UX in games

10 min. break

15:30 - 16:10 - Ivan Vanev (Kipi Interactive) - Automation Game Testing in Unreal Engine

10 min. break

16:20 - 17:00 - Anton Slavov (Black Sea Games) - The future of art: beyond good and evil

November 20

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Doors open: 9:00

Talks:

10:00 - 10:40 - Ivaylo Ivanov (WorldwideFX) - VFX or Games - which is more fun to do???

10 min. break

10:50 - 11:30 - Petya Hristova (WorldwideFX) - Motion Capture Technology for 3D Animation

10 min. break

11:40 - 12:20 - Kamber Hasan + Rosen Yankov (Ubisoft Sofia) - Key Components of Building Immersive Game Worlds

10 min. break

12:30 - 13:10 - Dayana Mileva (Pontica Solutions) - How we built and leveled up the community and player support for the biggest gaming companies in the world

40 min. break

13:50 - 14:30 - Yasen Stoynev (Flying Wild Hog) - How to land a level design job in the game industry

10 min. break

14:40 - 15:20 - Lyudmil Vanev (Chaos) - How to become a CGI artist? The ~~EASY~~ FUN way.

10 min. break

15:30 - 16:10 - Dimitar Simidchiev, Tanya Altaparmakova, Konstantin Altaparmakov (11 Bit Studios) - Remote work in the games industry panel talk

10 min. break

16:20 - 17:00 - Julian Gollop (Snapshot Games) - What game should I make? A guide for indie devs