le cnam
Enjmin

École nationale du jeu et des médiasinteractifs numériques

Programme 2023

ENJMIN GAME CONFERENCES

EGC

15 - 17 February

2022

SCHEDULE

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Campus Image
Mageus

Univer
1431
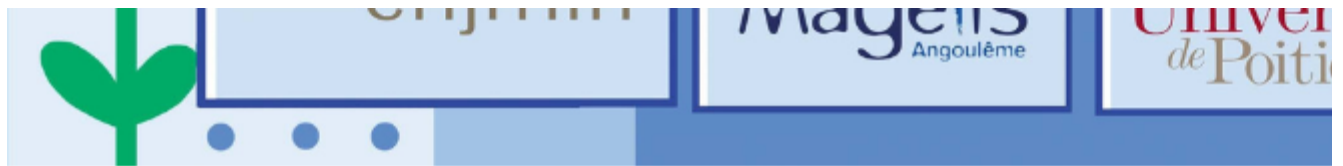
WEDNESDAY 15 FEBRUARY | SCHEDULE

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, Sloclap (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, Sloclap
Lucas Rousselot | Lead Sound Designer, Sloclap (remote)

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

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. | Why you should care about (micro)geog
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 Directoring 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 m
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

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 Du
Wars using Haxe
Tom Georgin | Gameplay Programmer, Shiro Games

4:30 p.m. - 5:30 p.m. | Joining a project at the end of producti
Starting by the end
Hugo Dunas-Wald | Technical Game Designer, BlueTwelve Studio

5:45 p.m. - 6:45 p.m. | Why you absolutly should(n't) make yo
game engine
Rémy Devaux | Co-Founder, PunkCake Delicieux

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[Téléchargez le programme complet](#) (conférences, workshops et règles de bienséance en amphithéâtre)