

ENJMIN GAME CONFERENCES

EGG

15 - 17 February

2023

SCHEDULE

le **cnam**
enjmin

Pôle Image
Magells
Angoulême


1431
Université
de Poitiers





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 overview of my missions at Ubisoft and what it was like to go from one to the other.**
Margaux Merciol | UX Designer, Ubisoft Bordeaux



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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)geography**
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 Jacquart | Game Director, Lightbulb Crew



5:00 p.m. - 6:00 p.m. | **Expressing Producing: which tools for my team?**
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



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9:30 a.m. - 11:00 a.m. | Journey of a Game Artist, how I found my spot 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 Dune: Spice 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. - 6:45 p.m. | Why you absolutely should(n't) make your own game engine

Rémy Devaux | Co-Founder, PunkCake Delicieux



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THURSDAY 16 FEBRUARY



2:00 p.m. - 3:00 p.m. | **Workshop: 2D Techniques and Workflow**
Miryam Houali | Co-Founder & 2D Artist, Accidental Queens

De04



5:00 p.m. - 6:00 p.m. | **Workshop: Knowledge Management**
Gwendolyn Garan | Knowledge Manager, DON'T NOD

De05

FRIDAY 17 FEBRUARY



9:30 a.m. - 11:00 a.m. | **Workshop: Creative Vision and Game Identity**
Léo Lesêtre | Game Designer, Shiro Games
Quentin Lapeyre | Game Designer, Shiro Games

Fe07



2:00 p.m. - 3:30 p.m. | **Workshop: Breakdown of a Polyvalent Material for VFX in Unreal Engine**
Simon Trümpler | VFX Artist, Wild Sheep Studio

Fe09



3:15 p.m. - 5:15 p.m. | **Workshop: 3D Audio Production for VR**
Charles Verron | Founder, Noisemakers

De05

HERE WE SNAP OUR FINGERS



CLACK



BUT WE DON'T CLAP



OR WE WAVE



EGG