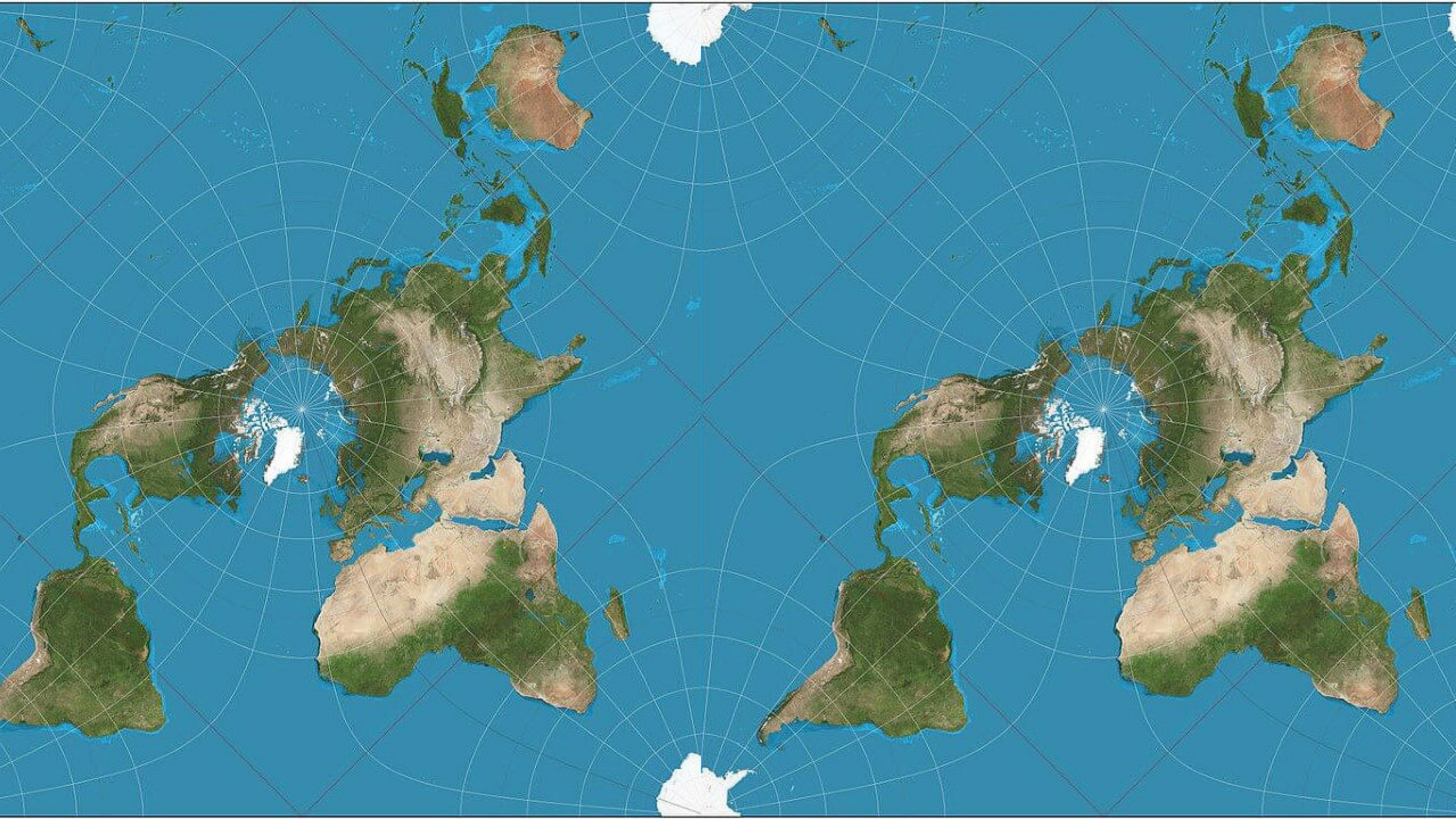


#1reasontobe

- Rami Ismail (Game Developer/Biz Dev, Vlambeer)
- Khaya Ahmed (Lead Content Developer, Optera Digital)
- Ehsan Ebrahimzadeh (3D Environment Artist, Arkane Studios)
- Nourhan ElSherief (Game Developer, Instinct Games)
- Juan de Urraza (CEO, Posibillian Tech)
- Camila Gormaz (Founder, BURA)
- Lual Mayen (Founder and Developer, Junub Games)

Khaya Ahmed

HELLO WORLD!

Heavily exposed to geek culture as a child; thank you mom and dad!

Exposure to games started with my Sega Mega Drive. Heightened with the Xbox 360.

Became a professional writer when I was 15.

Started with animated television shows before moving into comics and video games.

WHAT DO I DO?

I CREATE STORIES!

WHY DO I DO IT?

I want to change perceptions and I want to make content that connects with the audience.

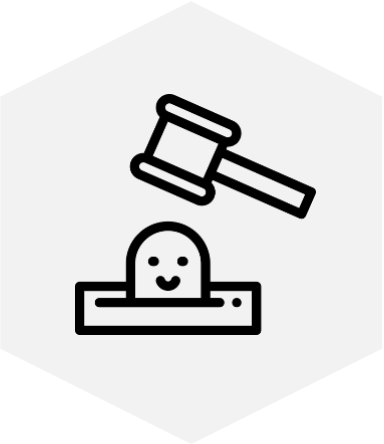
HOW DID I GET TO WHERE I AM?

STAYING OUT OF THE BOX

Constantly evolving. Jumping from one medium to another.

PRACTICE

Self-taught; constantly learning from industry veterans and through online resources



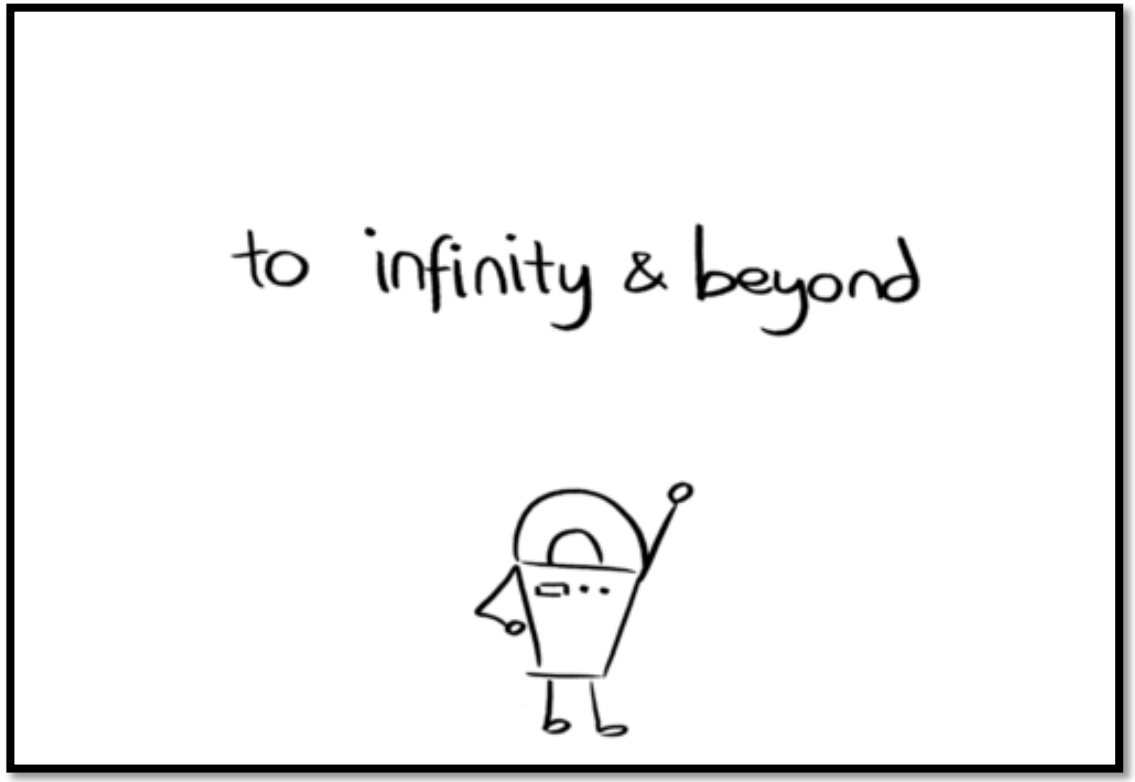
MISTAKES AREN’T BAD

Failure actually builds you up. The hardest thing for a person with anxiety and depression to acknowledge.

A SUPPORTIVE THRIVING INDUSTRY

I started at a young age; nobody cared about my gender or how old I was. They were interested in my talent.

Somewhere Over the Rainbow



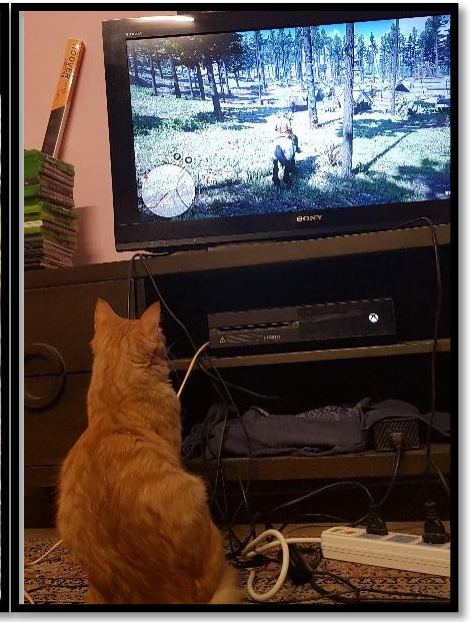
I want to create games that make a difference; no matter how big or small!

Working on a AAA Game is the dream!

I want to change what people think about the gaming industry in Pakistan.

THANK YOU!

MEET MY CATS!



FACEBOOK

/Khaya.Ahmed

TWITTER

@KhayaAhmed

INSTAGRAM

khayaahmed

EMAIL

khaya@optera.digital

Ehsan Ebrahimzadeh

EHSAN EBRAHIMZADEH

3D Environment Artist

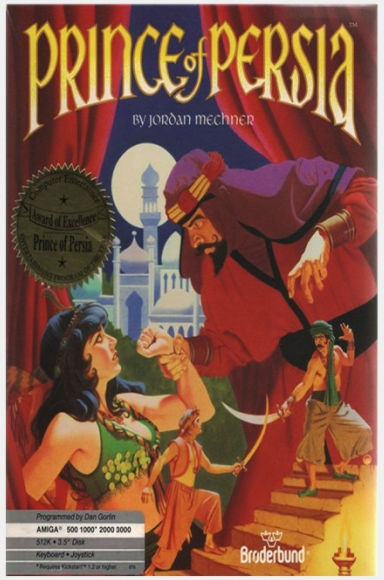
Arkane Austin Studio

ehsan.ebrahimzadeh@arkane-austin.com
https://www.artstation.com/neo_eb

DOOM
id
SOFTWARE

COMMANDOS
BEYOND THE CALL OF DUTY
TYRO
EIDOS

Microsoft
ENSEMBLE STUDIOS
AGE of EMPIRES
An Epic Game of Empire Building and Conquest


PRINCE of PERSIA
BY JORDAN MECHNER
Award of Excellence
Prince of Persia
Programmed by Dan Gorlin
AMIGA® 500 1000* 2000 3000
512K • 3.5" Disk
Keyboard • Joystick
Broderbund

Pejvak Game Studio

- First Person Shooter Game
- Set in WW1, south of Iran
- Best Graphics, Sound Design, an Honorable Mention at Tehran Video Game Festival 2013

PEIVAK
GAMES

PEIVAK
GAMES

SHADOWBLADE
RELOAD

00:31:5

- Leaving Iran
- Leaving family and friends
- Competing at world class stage
- Visa complications
- Huge risk

- Comparing my artwork with the best in the industry
- Figure out what should I improve
- Writing a roadmap
- Technical and mental improvement
- Updating Artstation page
- Apply for open positions

- Me after finding out what it takes to breakin!

Environment Artist: EHSAN EBRAHIMZADEH
Ehsan_ebr@yahoo.com

OUR HERITAGE
Environment Artist: EHSAN EBRAHIMZADEH
Ehsan_ebr@yahoo.com

Beyond Human
Ehsan Ebrahimzadeh | ehsan_ebr@yahoo.com

Ehsan Ebrahimzadeh | Ehsan_ebr@yahoo.com

ARKANE
STUDIOS

Ehsan Ebrahimzadeh Aidin Salsabili

- Keep improving my self both mentally and technically
- Making art at Arkane Studio each and every day
- Try to help and inspire artists that are in a position I was
- Enjoy my life!!!

Thank you for your time

Ehsan Ebrahimzadeh

Nourhan ElSherief

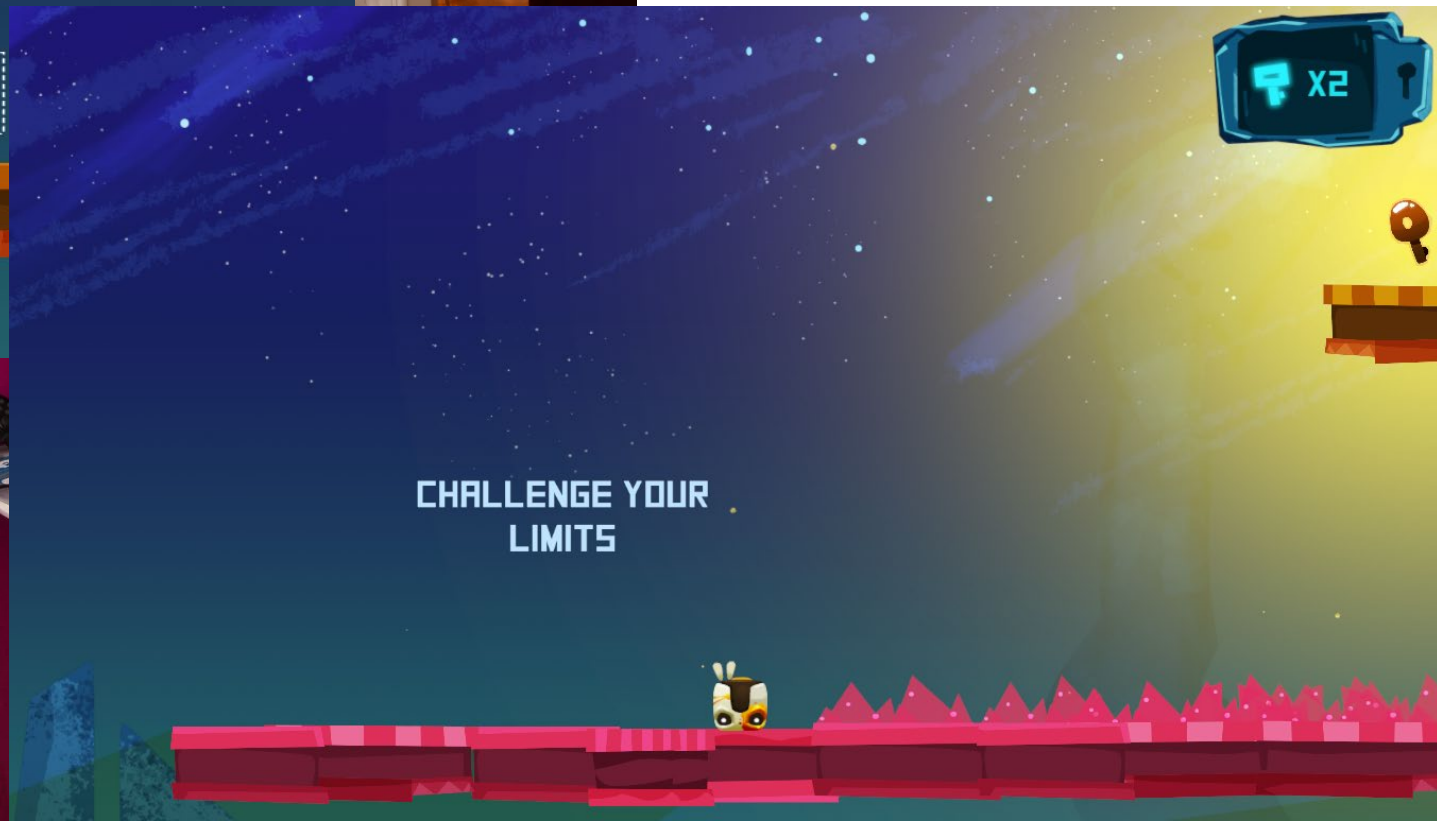
#1reasontbe

Nourhan ElSherief

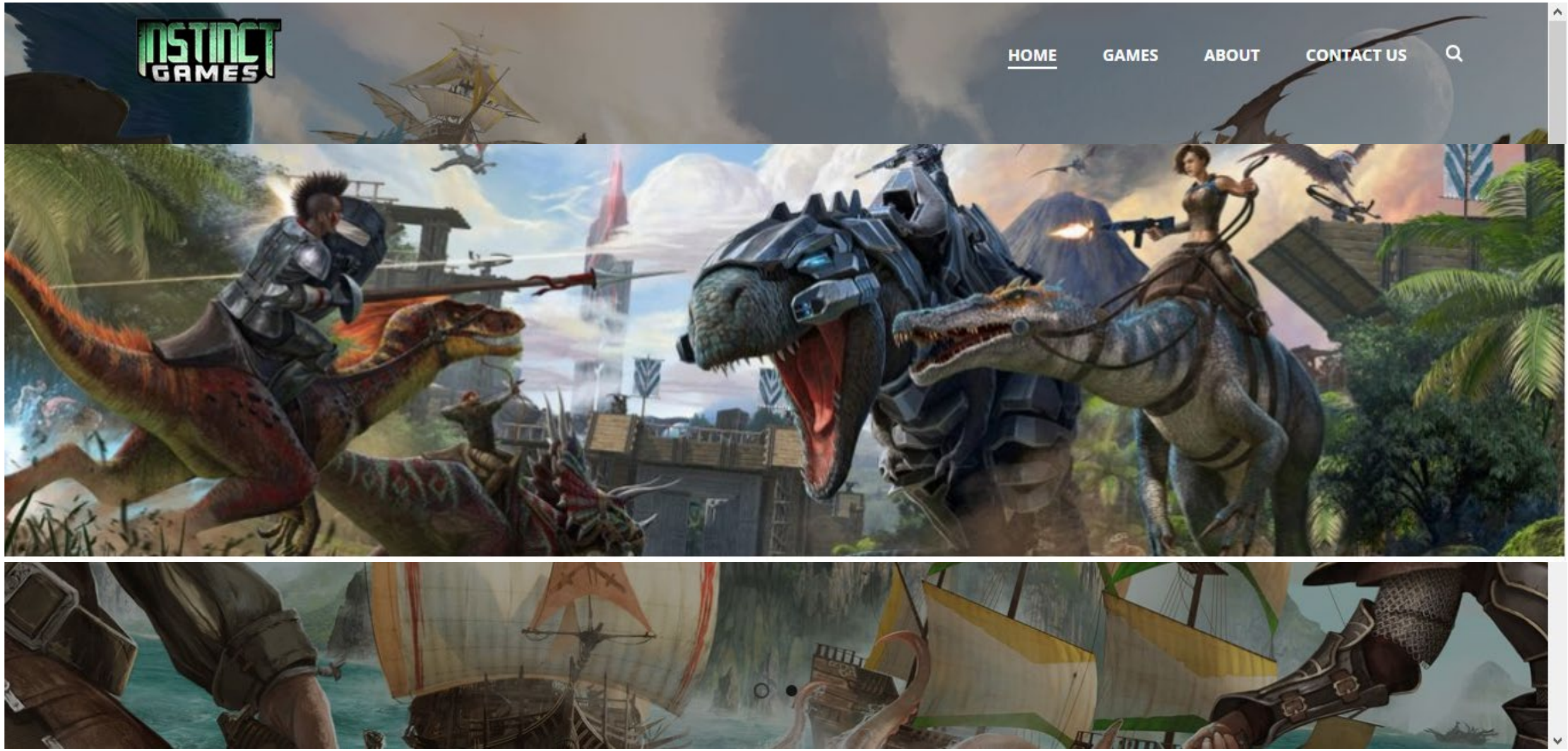
GLOBAL
GAME
JAM
CREATE, INSPIRE, EXPERIMENT
"SYSTEM DEVELOPMENT & GAMING CoE"
EGYPT SITE (ITI)

When you're too tired to function 😂

THAT THING ABOUT YOU
PRESS C TO CLONE YOURSELF


X2
CHALLENGE YOUR LIMITS

SPEND 2 YEARS LEARNING
C++ AND ANOTHER 3 YEARS
MAKING HIS FIRST INDIE GAME
MADE $1
imgflip.com


INSTINCT GAMES
HOME
GAMES
ABOUT
CONTACT US

Juan de Urraza

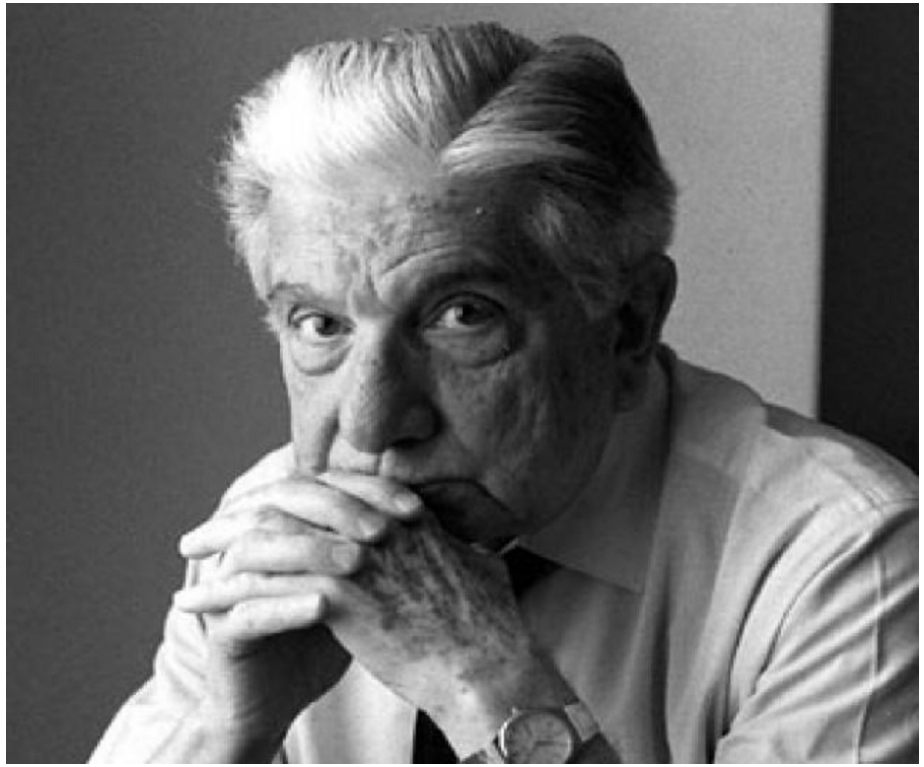
Juan de Urraza

CEO – Posibillian Tech

jeuazarru@posibillian.tech

#1ReasonToBe

Paraguay

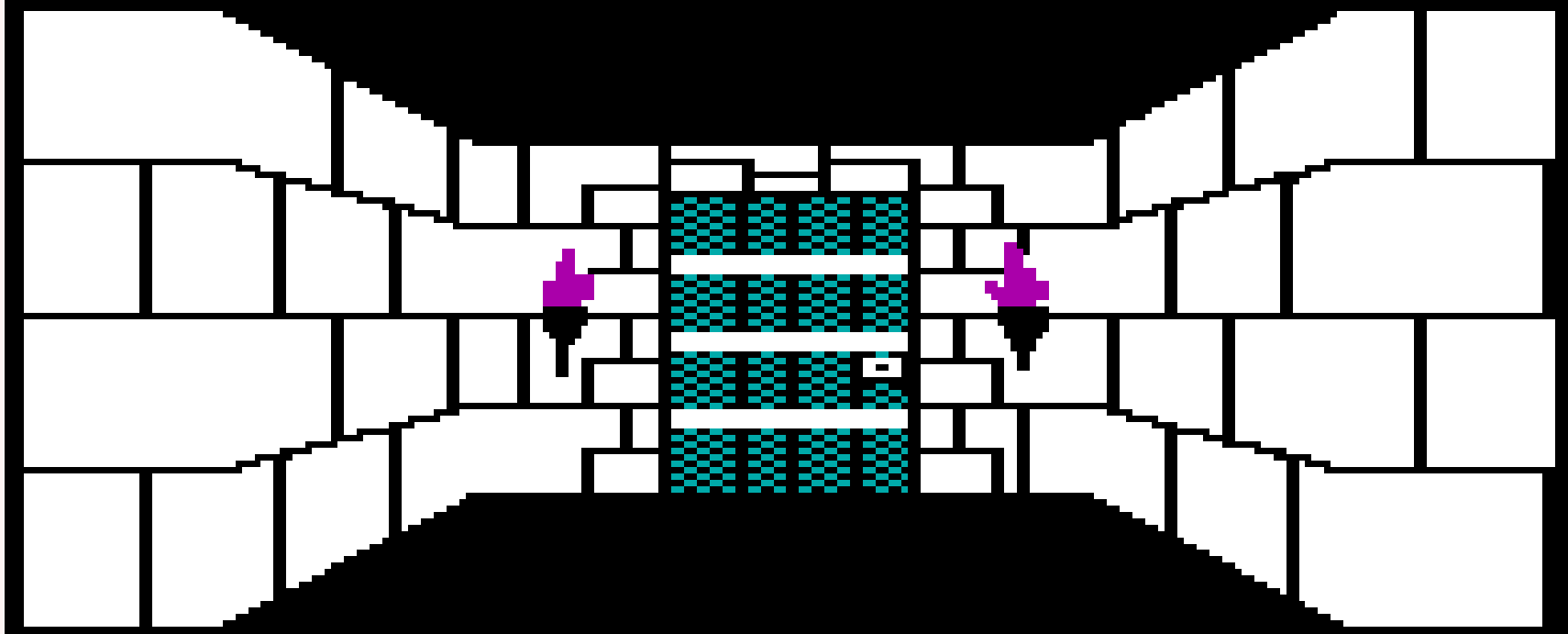


VENEZUELA
GUYANA
SURINAME
FRENCH GUIANA
COLOMBIA
ECUADOR
PERU
B R A Z I L
BOLIVIA
CHILE
URUGUAY
ARGENTINA
PARAGUAY

41°C

1954-1989
G
A
N
LOTERIA
COM
LO
ALPI

ASSEMBLY LANGUAGE FOR COMMODORE 64
STONE
GETTING ON-LINE
BASIC
INSIDE COMMODORE DOS



COMMANDS

↑ FORWARD
↓ BACK
← TURN LEFT
→ TURN RIGHT
O ORDER
P PROTECT
R REST
S SEARCH
B BASH
U UNLOCK
Q QUIKREF
VIEW CH

1) CRAG THE HACK
2) SIR GALAND
3) ZENON III
4) SWIFTY SARG
5) SERENA
6) WIZZ BANE

A SIGN ABOVE THE DOOR READS:
"THE INN OF ERLIQUIN"

PIRATES!

Walk to

Push	Open	Walk to	Unlock	Turn on
Pull	Close	Pick up	New kid	Turn off
Give	Read	What is	Use	Fix

silver key

paint remover

cassette tape

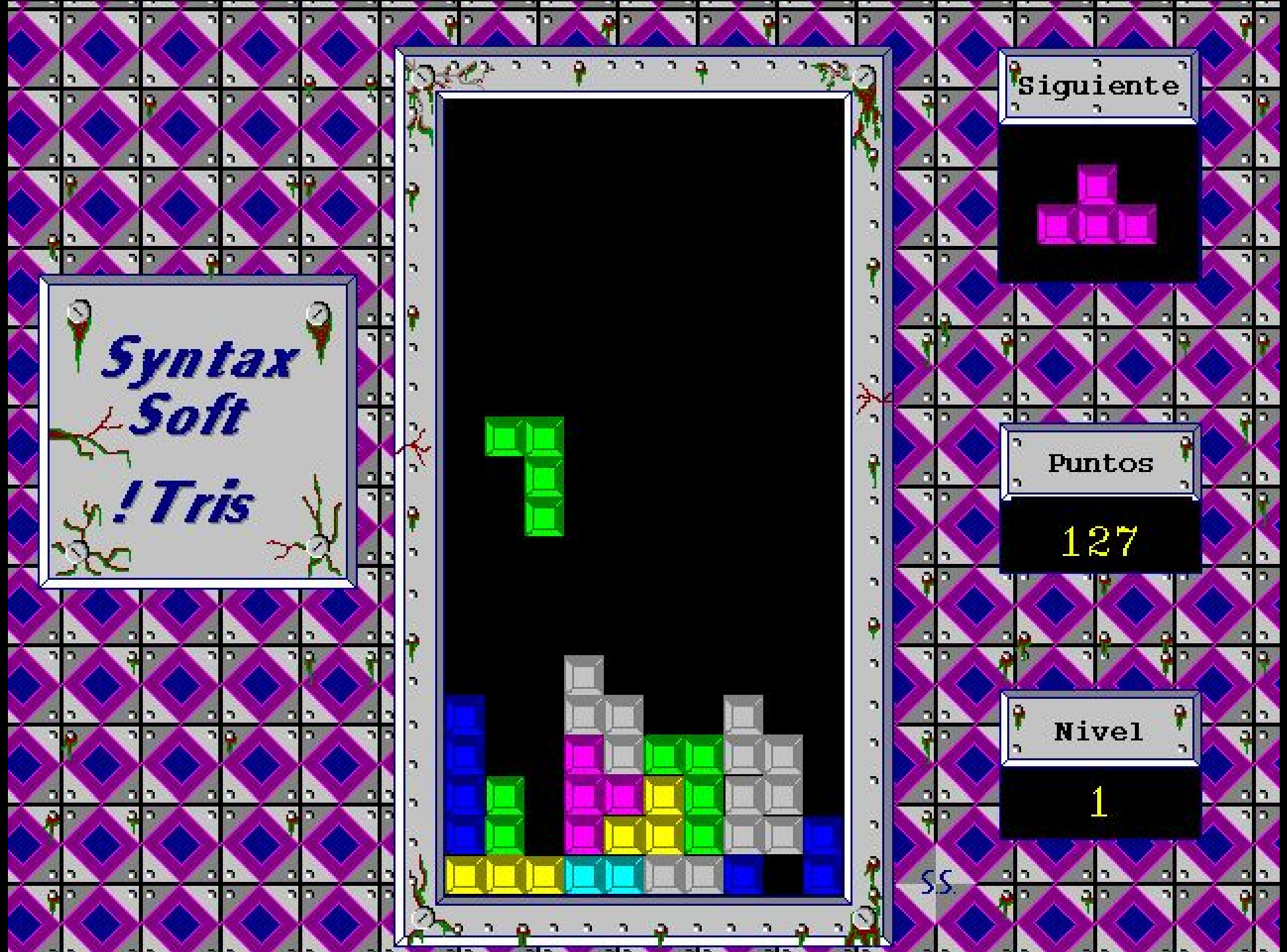
paint brush

ARISTOTELES

OUT 80 IN 0% TIME 5-42
90
90
30
30
30
29
22
25
30
30

6
AMMO
178%
HEALTH
2 3 4
5 6 7
ARMS
196%
ARMOR
BULL 120 / 400
SHEL 6 / 100
ROKT 27 / 100
CELL 237 / 600

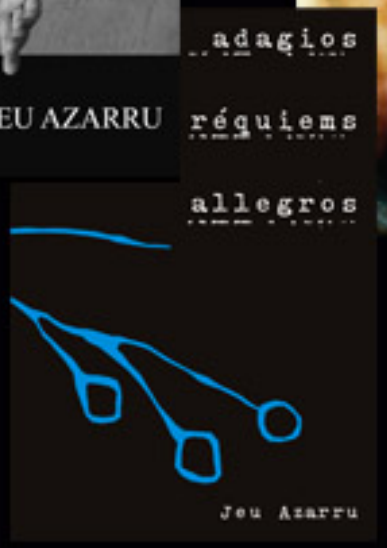
internet
shift


Syntax
Soft
!Tris
Siguiente
Puntos
127
Nivel
1
SS

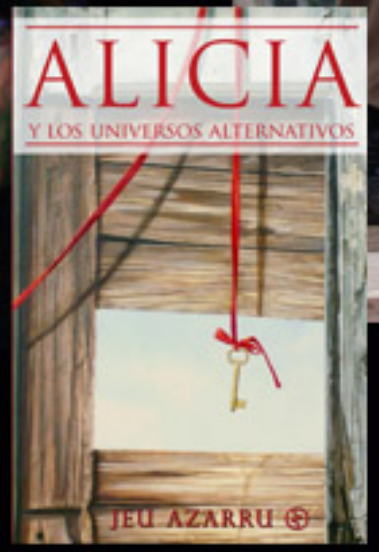
La Sociedad de las Mentes
JEU AZARRU

Verdades Futuras y Mentiras Antiguas
[escritas en un presente incierto]
Jeu Azarru

YRONIA
JEU AZARRU


adagios
réquiems
allegros
Jeu Azarru

DIFERENTES CAMINOS A LA VERDAD


ALICIA
Y LOS UNIVERSOS ALTERNATIVOS
JEU AZARRU

EL SÍNDROME DE ZAVALA

SEÑORES DE FUEGO
Jeu Azarru

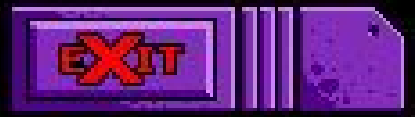
Jeu Azarru

THE FIRST DISKMAG OF PARAGUAY

1/1996

CLICK ARTICLE

> EDiTORiAL
> CREDiTOS
> LOZ ERROREZ DE DELTA
> COMO ESCRiBiR ARTiCULOS
> BYTE REVENGER HABLA
> AViSOS
> COMO CONSEGUiR DELTA
> ULTiMAS PALABRAS



AUTOR

Jeu Azarru / Microforce

BYTE REVENGER

Informática y Aficiones (Tecnología, Música, Videojuegos, Deportes Extremos, Internet, Maquetismo y Modelismo, Manga y Anime, Comunicación y Electrónica, Juegos de Rol, Software, Interactividad) y mucho más!

De regalo! 10 HORAS en el cybercafé de Music Hall y una entrada al cine gratis

Hypermedia

La primera Revista Multimedia Paraguaya

Nro. 2 - Año 1 - Gs. 15.000

MP3s completos de Rock y Pop Nacional. Albumes nuevos

Modelos Paraguayas Fotos digitales y fondos de pantalla

Trailer de "Hollow Man", además su entrada al cine gratis

CREACIONES PARAGUAYAS

Producciones de la afición informática de paraguayos; los pioneros y la época más rica de nuestra Escena (1994-1999)

- WEBSITES Paraguayos del mes
- Convención de JUEGOS DE ROL
- Los mitos de LINUX
- Hyperjuegos: Soldier of Fortune
- Campeonato de SKATERS
- Lo que no sabías sobre los EMULADORES
- Tutorial de Adobe Premiere: Aprende algunos trucos y crea tus propios clips de video

Suscribite ya y ganá muchos premios

En caso de que tu ejemplar no traiga el CD-Rom, consulta con tu proveedor.

Informática y Aficiones (Tecnología, Música, Videojuegos, Deportes Extremos, Internet, Maquetismo y Modelismo, Manga y Anime, Comunicación y Electrónica, Juegos de Rol, Software, Interactividad) y mucho más!

Suscribite online! www.hypermedia.com.py

Inscribite gratis para el sorteo de un juego de PC original en nuestra Webpage

Hypermedia INTERNACIONAL

Nro. 4 - Año 1 - Gs. 18.500 US$ 5 Hecho en Paraguay

La Escena: Entrevista a Dr. Awesome
Hyperjuegos: Colin McRae 2, Clive Barker's Undying
BeOS: Una alternativa para todos
La ola de virus por email

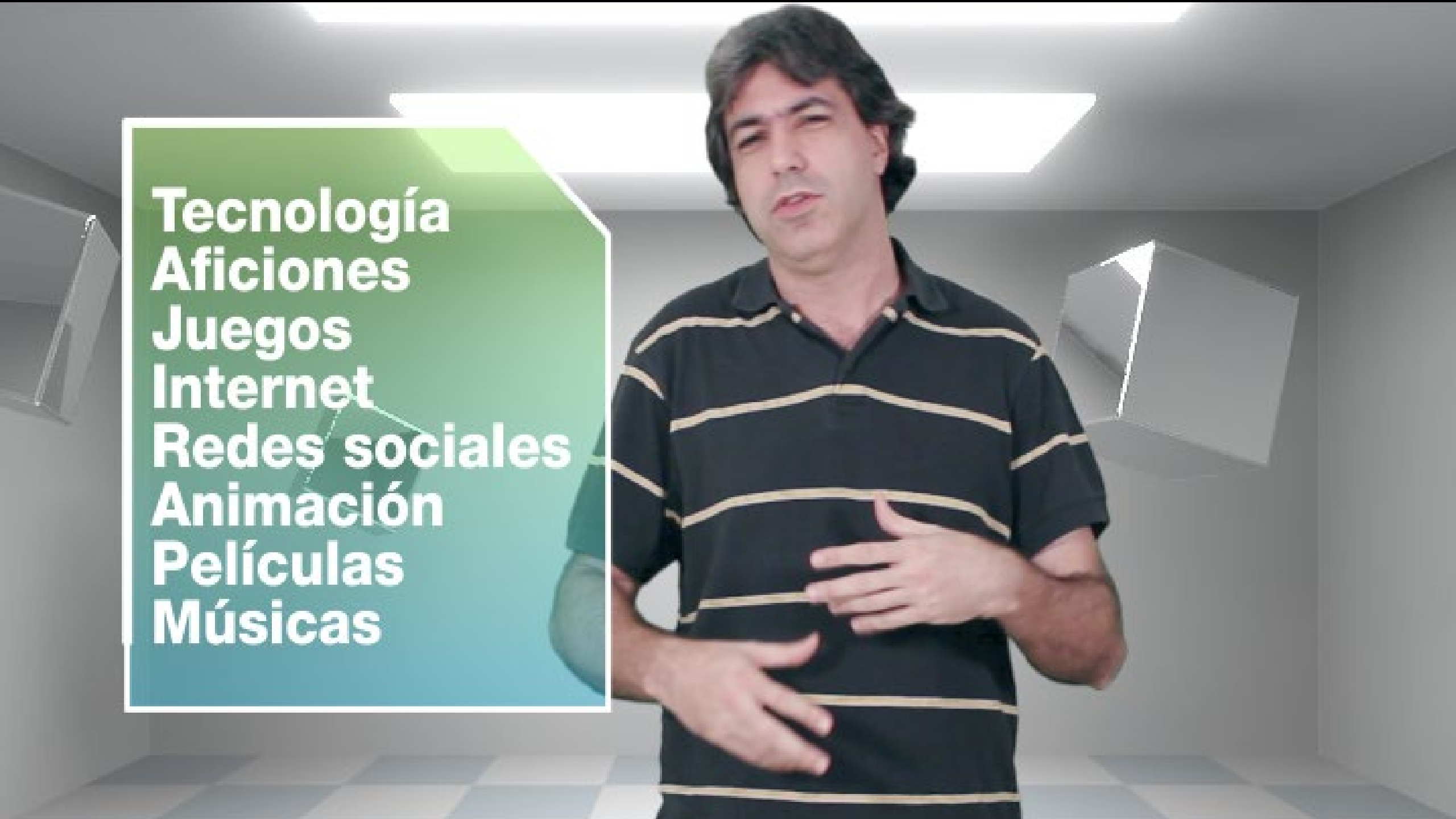
Una sesión de Juegos de Rol
Proyecto Manga made in Paraguay
El Rock de nuestros días
Creatividad Paraguaya: José Bogado

¡Más de uno es guerra!

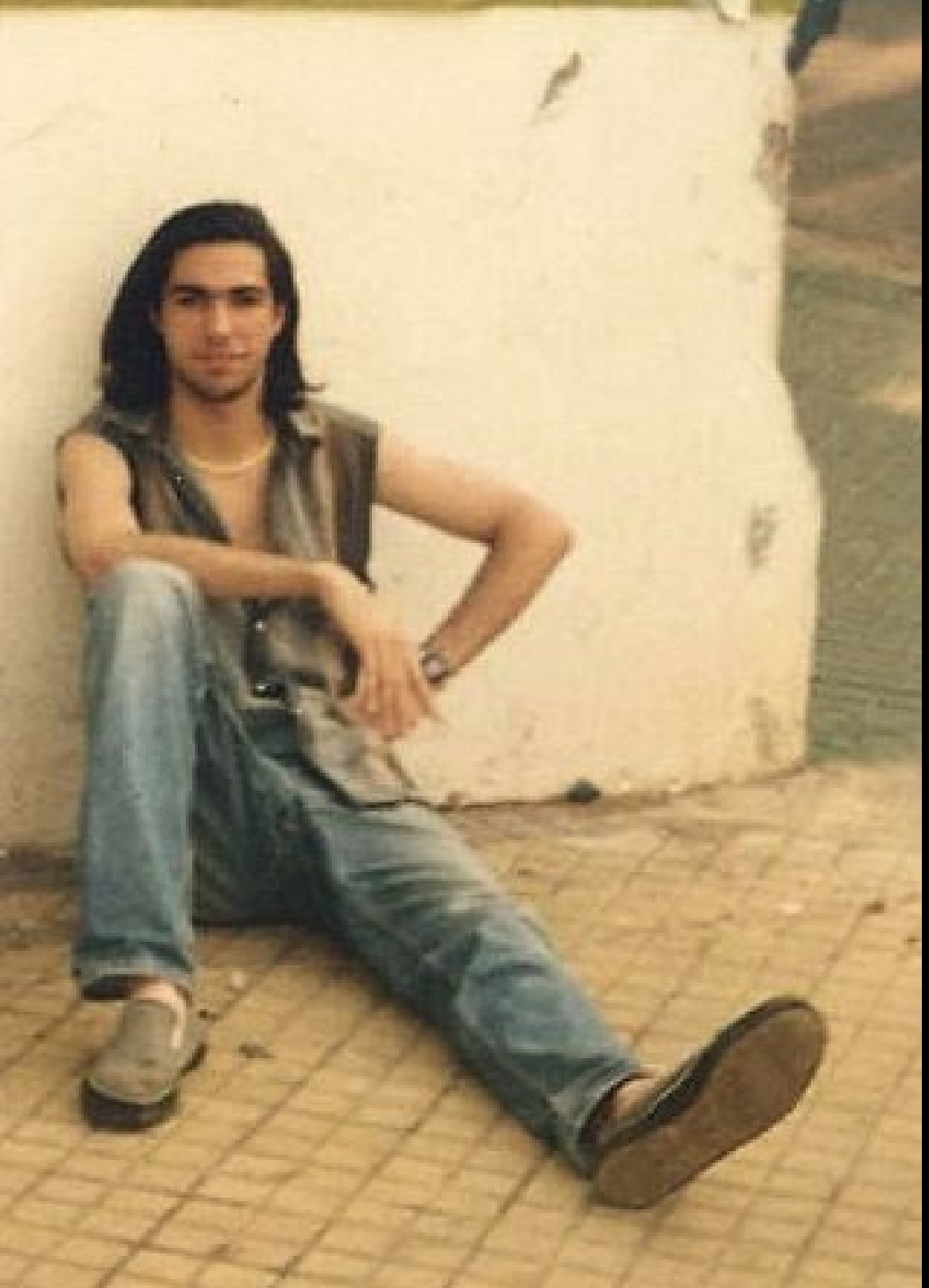
LA FIEBRE MULTIPLAYER

Rock In Rio 2001

En caso de que tu ejemplar no traiga el CD-Rom, consulta con tu proveedor.


Tecnología
Aficiones
Juegos
Internet
Redes sociales
Animación
Películas
Músicas

20
YEARS



GDC

GLOBAL GAME JAM
¡Bienvenidos al Global Game Jam!
Asunción 2016
igda
Paraguay
Organiza
Con el apoyo de

[illegible]

[illegible]

Acciones

- Lograr que cada miembro sea representante de las cámaras de los países miembros, compartir los cronogramas de eventos y actividades locales con el fin de difundir y publicar sus cronogramas regionales que tengan visibilidad concentrando los intereses.
- Activar un dominio web y desarrollar un sitio web muy simple con pocas secciones (revisar lo hecho anteriormente por nuestros antecesores). Hay algún registro de lo hecho anteriormente?
- Definir roles, recursos, responsables y tiempos de trabajo.
- Avanzar en el diseño de un Premio Latinoamericano de Desarrollo de Videojuegos, con un jurado compuesto por integrantes de cada país miembro.
- Pensar en un plan de viajes y capacitación cruzados entre los países miembros. En principio, que por lo menos un integrante de cada Cámara tenga la posibilidad de viajar a cada país integrante para asistir a su evento local y generar networking.
- La gestión frente a los actores dueños de las diferentes plataformas digitales para conseguir pleno acceso desde todos los países de Latinoamérica a licencias de desarrollo y de publicación a nivel mundial.

Erol [illegible]
ICDA COLOMBIA

MARTÍN CAO
VP DE ADVA

RODRIGO ALEM
FERNÁNDEZ

JUAN PABLO PISON
URUGUAY

MARTIN GENESIS
González Luna

RENZO SANCHEZ
APDEVA

Jacinto Quiroz
Alvarez

MARCELO SEPRES
VG CHILE

SANTIAGO ROZO
REVISTAGAMMERS.CO

GERSON DE SOUSA
ABRACAMES

Willmar A. Pimentel
Bolivia Tech Hub
BOLIVIA

JUAN DE UBIETA
GOA PARAGUAY
V.1 Realizada por ADVA 28JUL2015

RICARDO
MÉXICO

VICTOR LOPES - ADJOGOSRS

JOVI_1

behringer

FHACKTIONS

7
JEUAZARRU
Ver perfil
8
PICHOLO
XP
8776/90000
616/205
4007192
BATALLA RÁPIDA
AVATAR
FACCIÓN
SERVIDORES
TIENDA
AJUSTES
DESAFÍOS
QUÉ VIDA SOCIAL?
DISPARADOR DE CÓDIGOS
DEFRAGMENTADOR
DETALLES

[111 ms]
6:18
S70RM
Chupacabras
RHINO
1
REAPARECERÁS EN: 9 SEGUNDOS

UPSIGHT
Casual Connect
INDIE PRIZE AWARD
100 HOURS OF QUALITY ASSURANCE TESTING
+
3-MONTHS ADVERTISING MEDIATION
ADCOLONY
Vungle
PLAYFAB

Rockhead Games
FINALIST

Level UP 2017 - Finland

Sid Meier

John Romero

DMA Design (Lemmings Creators)

80%

Installs in Asia

300.000

Installs worldwide

FHACKTIONS
FHACKTIONS
FHACKTIONS
ARMAGEDON
ALPHA

Google Play

Search

Apps

Categories

Home

Top Charts

New Releases

My apps

Shop

Games

Family

Editors' Choice

Account

My subscriptions

Redeem

Buy gift card

My wishlist

My Play activity

Parent Guide

Get Started

Browse our go-to apps

See more

WhatsApp Messen
WhatsApp Inc.

Messenger – Text
Facebook

Firefox Browser fa
Mozilla

imo free video calls
imo.im

Viber Messenger
Viber Media S.à r.l.

Facebook Lite
Facebook

Instagram
Instagram

Messenger
Text Free & Free Call &

Messenger Lite: Fre
Facebook

New & updated games

See more

Hungry Dragon™
Ubisoft Entertainment

Fire Emblem Hero
Nintendo Co., Ltd.

Candleman: Walk
CMGE Group Limited
€4,79

Marble Solitaire
PANACOLA

Fhacktions GO - GP
Posibilion Tech S.A.

Temple Run 2
Imangi Studios

Puzzle Glow : Brain
PivotGames, Inc.

Guardian Soul - Re
mobirix

Plants vs. Zombies
ELECTRONIC ARTS

Games Starter Kit

Browse our go-to games

See more

QUERIDOS HERMANOS
NOS ENCONTRAMOS AQUÍ REUNIDOS PARA...
ATACAN!!!!
DALE ENTRENNN
GO MAIN PRROS
QUÉ??
DÓNDE??

FHACKTIONS GO
We are all hackers now!
Google play
Appstore

?

#1ReasonToBe

¡Gracias!

jeuazarru@posibillian.tech

Camila Gormaz

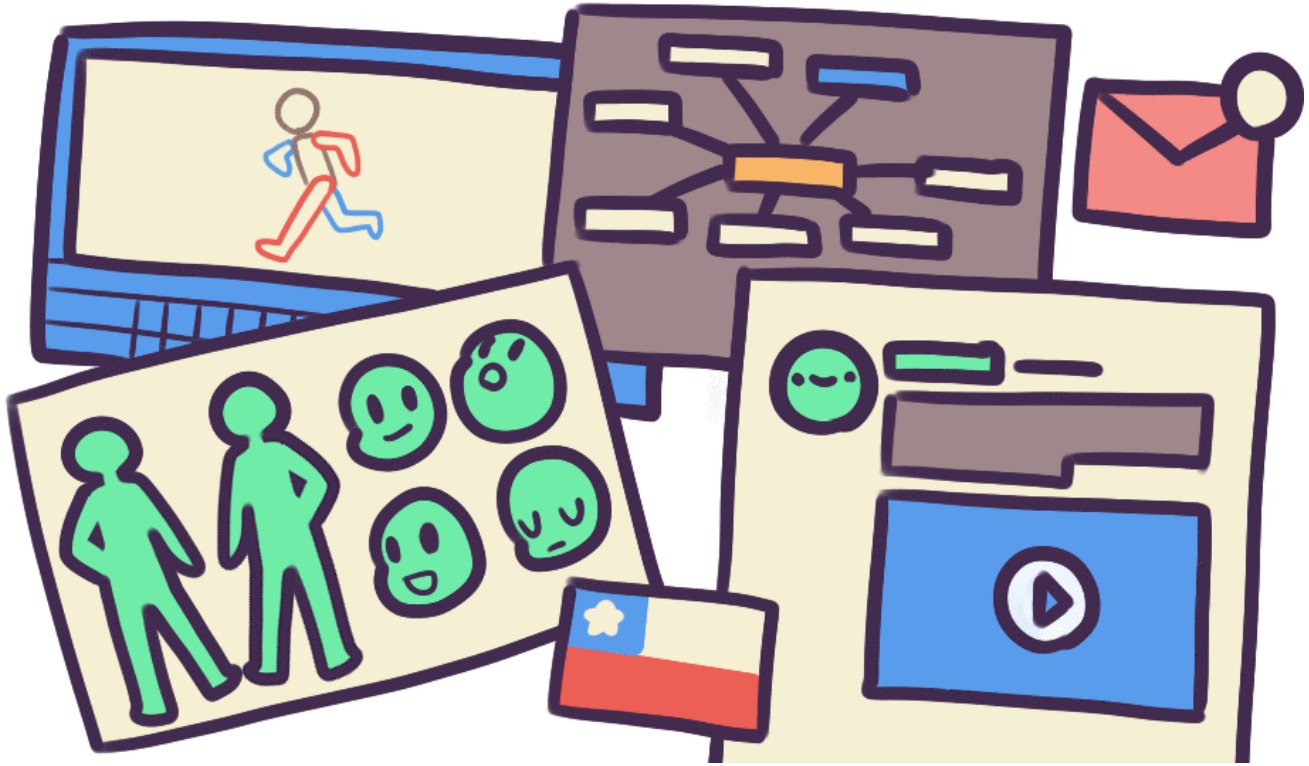
#1ReasonToBe

Camila Gormaz
BURA

GAME DEVELOPERS CONFERENCE
MARCH 18–22, 2019 | #GDC19

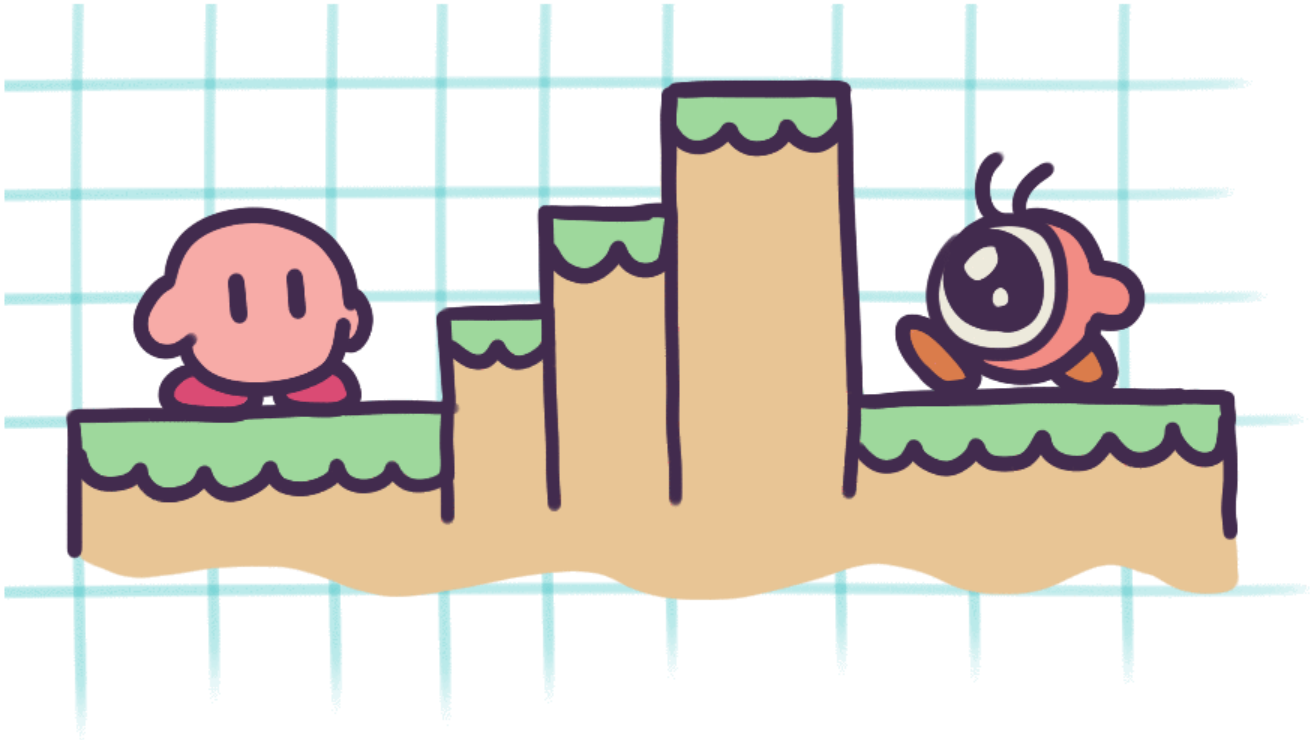
About Me

- **Camila Gormaz**
  - Santiago, Chile
  - Founder of **BURA**
  - Developing **Long Gone Days**
  - Experience as an **Artist**, **Animator** and **Designer**, and also **Marketing**
  - Wanted to be a **developer** since I was 10



First Steps

- Grew up watching **art & crafts** shows
- Learned to draw
- Wanted to play games, but didn’t own a gaming system
- Tried to make my own games with **pen** and **paper**
- Feedback from friends and classmates

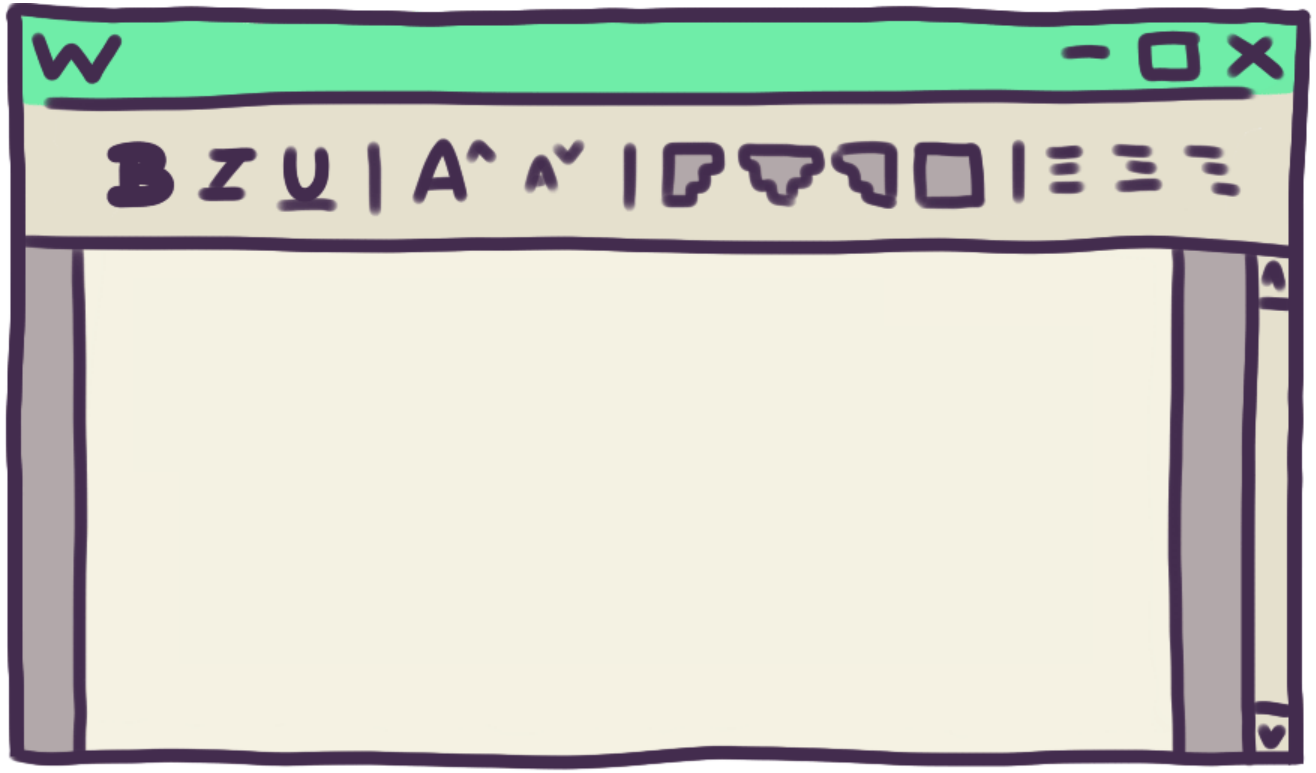


From Paper to Digital

- Discovering RPGs
- First digital games:
  - Hyperlink games
  - Flash games
- Discovering RPG Maker
- Lurking game dev forums

It can’t be that hard, right?

- Learning about:
  - Story telling
  - Game design
  - Digital art
- Writing the story:
  - Real world setting
  - Language barriers
  - No fantasy
  - No high schoolers
- I wasn’t ready



Losing Hope

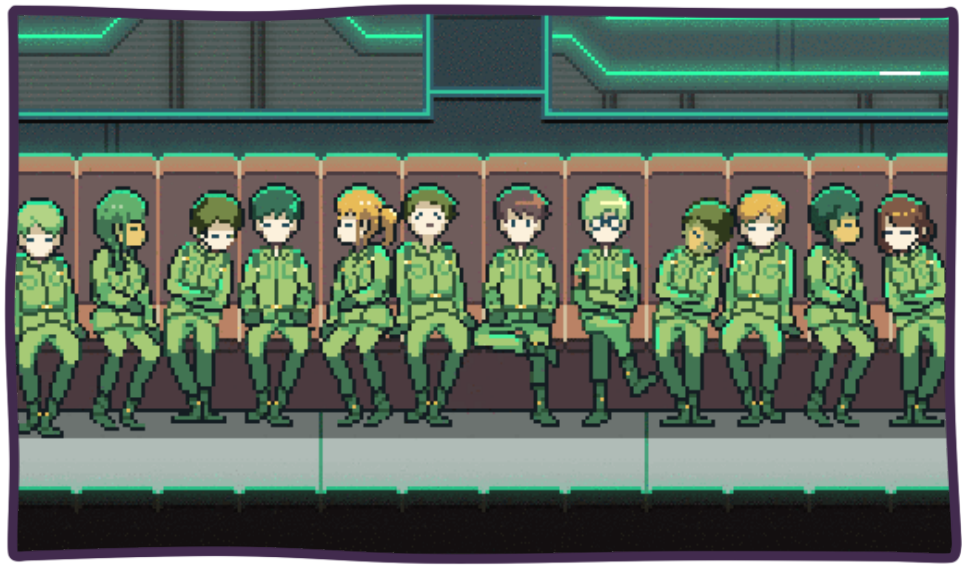
- No **Game Development** careers in Chile
- Few **game studios** in Chile
- **Couldn't afford** to leave the country
- **Gave up**
- Worked in **web development** & **marketing** instead
- Kept **drawing** & **making games** as a hobby

Getting Back on Track

- Finally started working on "**Long Gone Days**"
- Would people like it? Started a **devlog** to find out
- Built an audience

Prototype Release

- Completed prototype in 5 months
- Community encouraged me to **crowdfund**
- **Kickstarter** doesn't support countries like ours, but **Indiegogo** does!
- I reached my goal
- Founded **BURA** (our game studio)
- Gathered a team
- Launched on **Early Access** last year
- Currently working on the **full release**



My #1ReasonToBe is…

- Share my **world vision**
- To make the games **I always wanted to play**
- To **inspire** others
- To make myself **proud**
- I want to be able to keep **making games forever**

Thank You

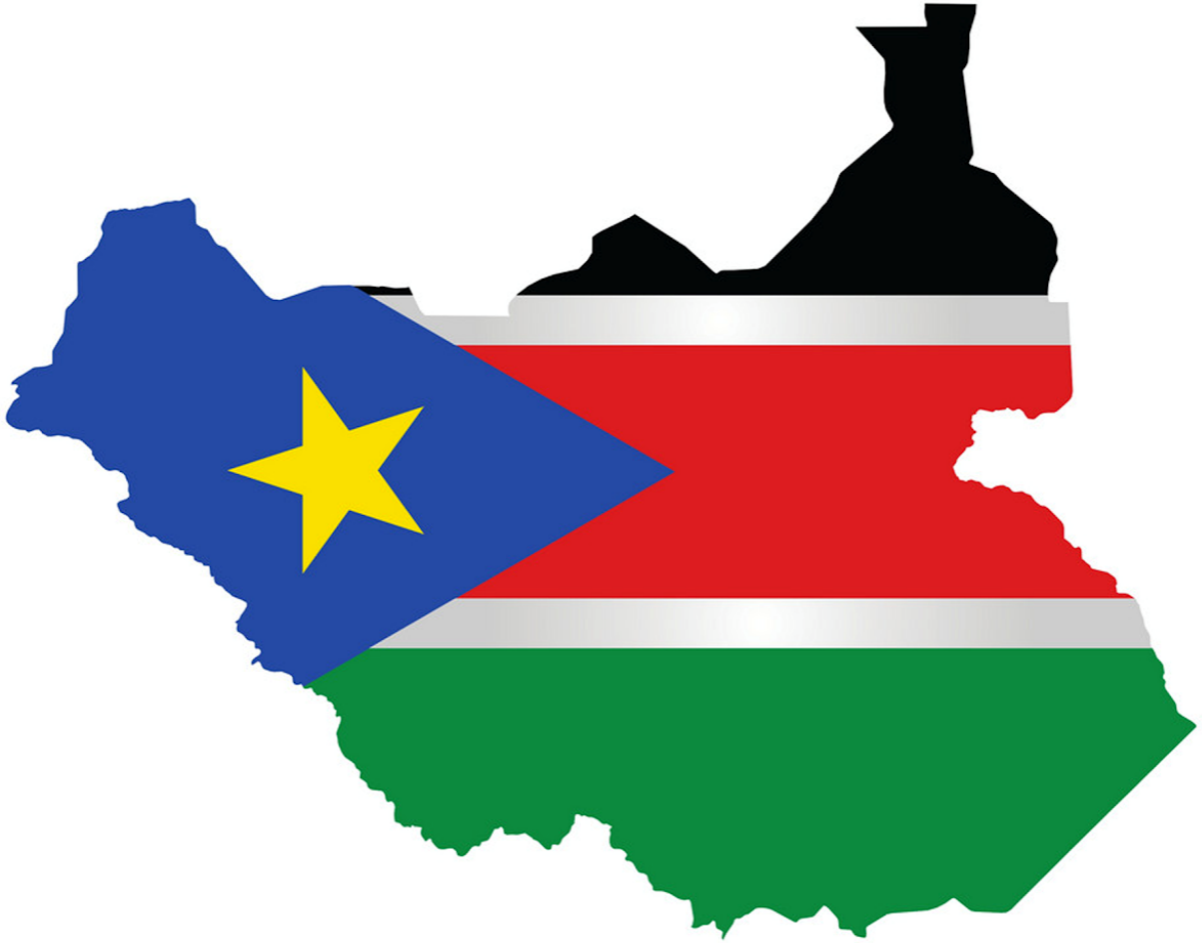
Feel free to contact me at:

- **Twitter:** @burasto
- **Email:** info@bura.cl

Lual Mayen

Lual Mayen
Founder & Developer
Junub Games

GLOBAL
GAMING CITIZEN



I’m from South Sudan Known as the world's youngest nation, achieving independence in July 2011

#1ReasonToBe

A country ravaged by war and tribal rivalry

South Sudan has been embroiled in conflict for years. As a result, there has been increase in the number of South Sudanese refugees and IDPs

Fly
Emirates

THE POWER OF GAMES

GAMES FOR PEACE AND CONFLICT RESOLUTION.

CHILDREN NEED GAMES TO PLAY NOT WARS TO SLAY!

In war affected areas like South Sudan in particular, Video games could be the best tool to help divert young people from destructive activities.hence preparing them for a peaceful future and this will make an impact on the next generation

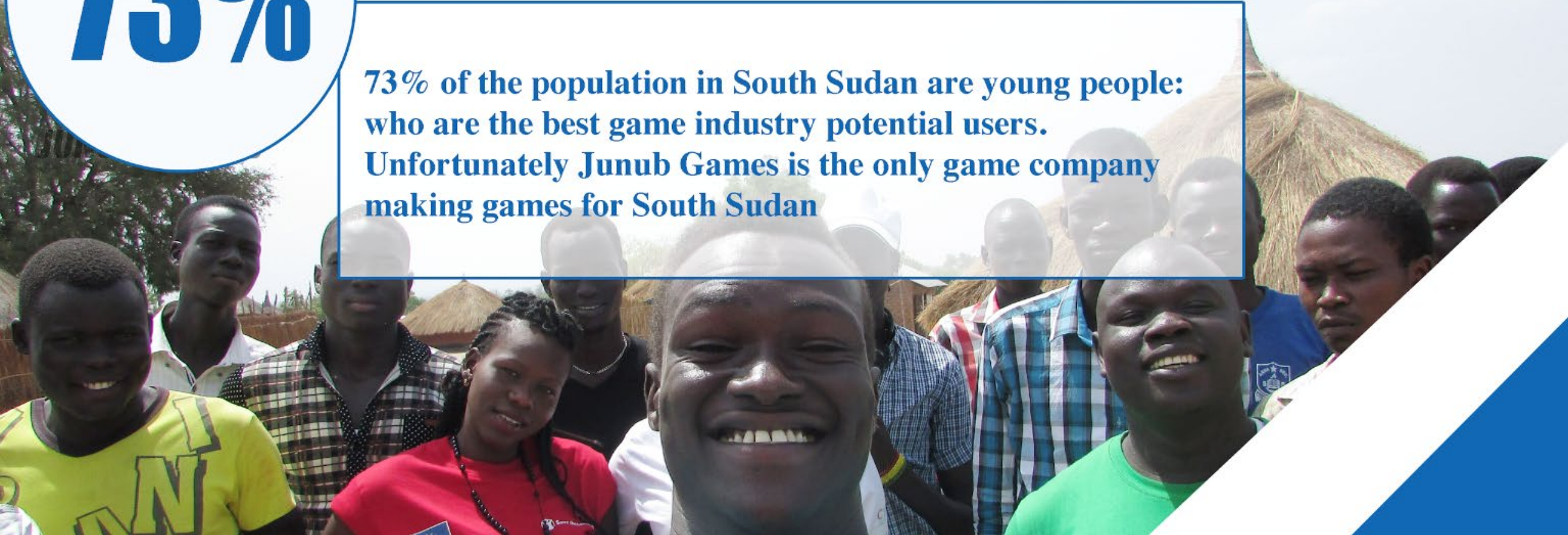
ThinkPad
acer

Opportunities:

73%

VIDEO GAMES IN SSD.

73% of the population in South Sudan are young people: who are the best game industry potential users. Unfortunately Junub Games is the only game company making games for South Sudan



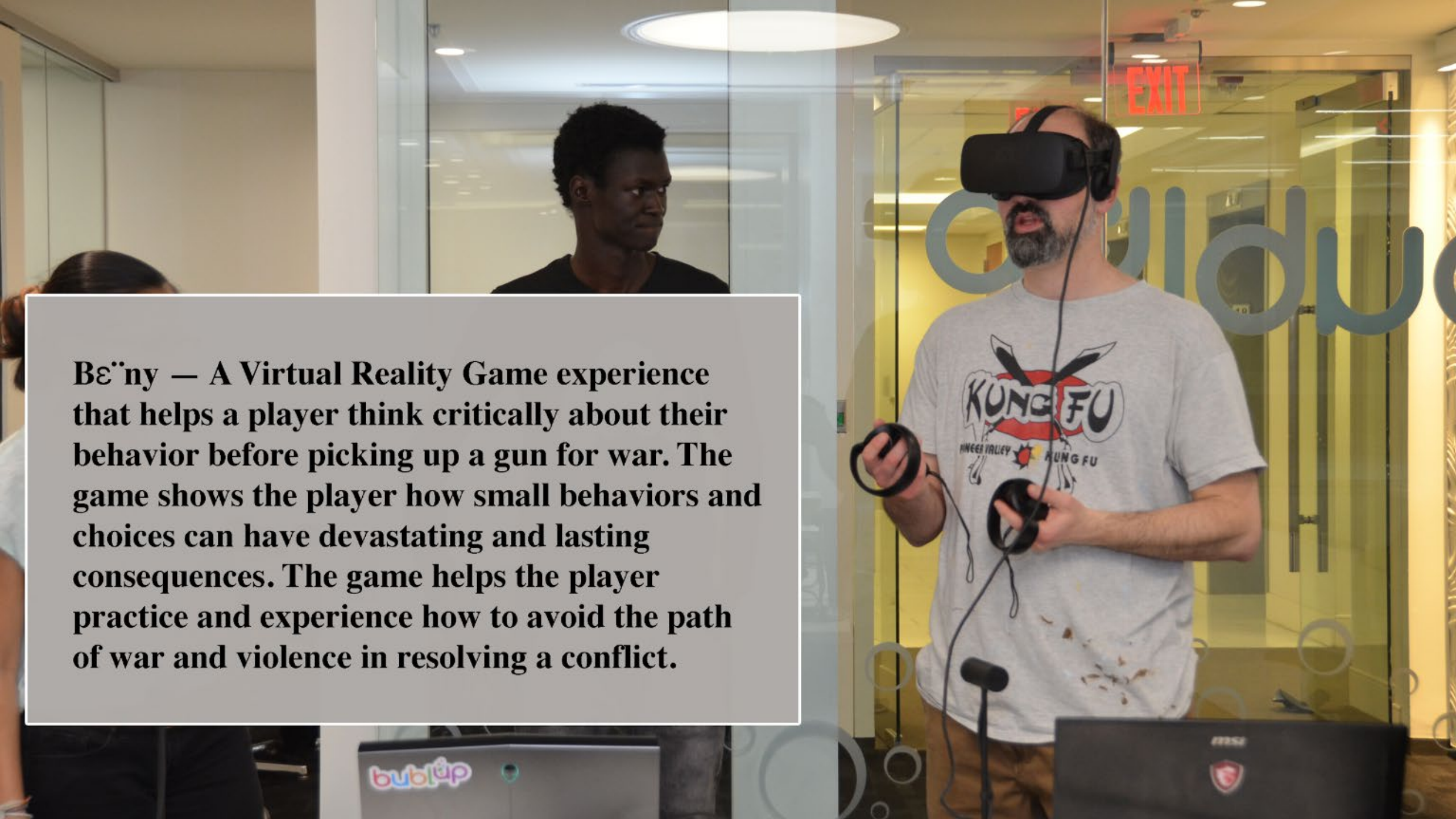
Opportunities:

IS IT'S TIME TO MAKE PEACE GAMES?

The world's focus right now is peace as stated in Goal 16 of UN under the Sustainable Development Goals and the world is looking for innovative and creative way as to promote sustainable peace especially in areas that have been affected by current conflicts.

SALAAM GAME

it’s a game that help players become peacemakers by protecting their communities from being destroy by war.



Bɛ¨ny — A Virtual Reality Game experience that helps a player think critically about their behavior before picking up a gun for war. The game shows the player how small behaviors and choices can have devastating and lasting consequences. The game helps the player practice and experience how to avoid the path of war and violence in resolving a conflict.

Wahda game encourage you to own the process and create your own resolutons to conflicts.

REQUEST WAHDA junubgames.com/wahda-game

MAIN CHALLENGES :

INTERNET

South Sudan is one of the most expensive countries in Africa for Internet use. The average retail price of Internet bandwidth via satellite is currently around $4,000 per megabit (MB), according to a source familiar with the industry.

TECHNOLOGY

Skills, specifically there are no universities in the country offering game design courses which can, at last, inspire most students to start making games.

FUNDING

Funding is a big problem since its a new country and the industry is just starting to grow.

Thank you!
www.junubgames.com

#1reasontobe

- Thank you!

#1reasontobe

- Thank you!
- gdcfeedback@ubm.com

GAME
DEV.
WORLD

Thank you!