

Time	Flaxman Film Theatre	S505 Digital Kiln Collison Space	Mellor Building Foyer	
8:00am	Welcome, Registration and Refreshments - Mellor Building Foyer			
9:00am - 9:30am	KEYNOTE - Flaxman Film Theatre Christopher Knowles, Senior Game Engine Developer - Jagex <i>Playing With Live Electricity – maintaining live games without getting burned</i>			
9:35am - 10:05am	Adam Whyte, CEO - Edge Sports <i>How to get a job in esports?</i>	Jake Woodruff, Environment Artist - Playground Games <i>Foliage breakdown on Forza Horizon 4</i>	Amicus Careers Drop In	Careers Area & Expo
10:10am - 10:40am	Sam Hogg, Senior Concept Artist - Playground Games <i>Concept Art - Passion Projects and The Unknown</i>	Amandine Mairiaux-Jones, Technical Project Manager - Unity <i>My journey to Unity: why you should step outside your comfort zone</i>		
10:45am - 11:15am	Ralph Ferneyhough, Senior Lecturer - Chester University <i>Gaming beyond the next generation</i>	Ranjani Natarajan - Six to Start <i>Introduction to Production Roles in Games</i>		
11:20am - 11:50am	Adam Boyne - BetaJester <i>"Starting a Start Up - What You Need To Know"</i>	Alex Darby - Darbotron <i>How to suck less at Software Engineering</i>		
12:00pm - 1:00pm	Lunch - Digital Kiln Collison Space			
1:00pm - 1:30pm	KEYNOTE - S505 Digital Kiln Collison Space Mike Gamble, European Territory Manager - Epic Games <i>UE4- world of opporunities</i>			
1:35pm - 2:05pm	George Osborn <i>The jobs of the future, today!</i>	Harry Stevenson - Ghost Games - EA <i>Starting an indie studio as a graduate</i>	Amicus Careers Drop In	Careers Area & Expo
2:10pm - 2:40pm	Ramesh Singh - Scan Computers / Code Red Esports <i>How esports changed my life</i>	Pavle Mihajlovic - Flavourworks <i>Starting a company/games studio in the UK</i>		
2:40pm - 3:20pm	Refreshment Break			
3:20pm - 3:50pm	James Thompson - Outright Games <i>A graduate's first steps into the game industry</i>	Adam Pearce - Criterion Games <i>Internships, Personal Projects and how to bolster your portfolio</i>	Amicus Careers Drop In	Careers Area & Expo
3:55pm - 4:25pm	Amanda Blatch - DR Studios <i>Artistic pathways and curating the right portfolio</i>	Jonathan Quinn - Reach Robotics <i>Building games for a real, physical, robot</i>		
4:30pm - 6:00pm	EPIC GAMES CENTRE Networking drinks, Careers Area & Expo, Ukie Student Game Jam Showcase			
6:00pm	END			