

Washington Game Workforce Education Conference

Friday June 6th ■ 1:00pm–10:00pm

Produced & Moderated by Frank Agnello, Project Director and XYZ & You's 'Major Pixel'

Join regional game industry professionals, educators and students for an evening of panel presentations, workshops and game screening. Panel presentations and discussions will provide a first-hand understanding of the career paths available in the dynamic and growing game industry.

CAREER PATH PANELS

1:00pm ■ Understanding the Production Pipeline

Essential foundation knowledge of industry practices. Despite the emphasis on individuals, it's all about collaboration and team play. Talk with actual industry professionals and learn first hand solutions to collaboration issues and more. **Room 305B, West Bldg.**
Paul Steed, Microsoft, Advanced Technology Group & Xbox; Eric Klein, Teague Design; Carolyn Farino, Digerati; Mike Ingrassia, Digital World FX

2:00pm ■ How I Attained My Current Position

Recognizing the career path patterns that emerge from panelists' experiences. Learn from others that have the positions you covet. Gain valuable insight by being part of this session. **Room 305B, West Bldg.**

David Hunt, Adrenium, Lead animator; Matt Ontiveros, Adrenium Technical Artist; Eric Klein, Teague; Paul Steed, MS ATG & Xbox

3:00pm ■ Skill Standards & Professional Work

Understand why high-skill, high-wage jobs and skill standards go together. Listen to these industry experts and learn high value strategic information you can use.

Room 305B, West Bldg.

Terryll Bailey, The Allison Group, Nationally recognized Skill Standards expert; Mark Scansen, Dir. Matsushita Avionics Systems Training

4:00pm ■ The Role of Tools and System Integration in Production

It may seem like magic, yet making a system work is a complex task. Learn how others have solved systems questions in the past, present and future.

Room 305A, West Bldg.

Tim Turner, Iris Ink; Dan Kemmis, DKE, CEO, (systems integrators); Eric Klien, Teague

4:00pm ■ Follow the Money to Entry-Level Jobs

Industry trends are clear. Understand and thrive. Compliment to #1 above. Learn about creative ways to get into the 3D industry at this high energy and informative session.

Room 305B West Bldg.

Dan Kemmis, DKE, CEO; Mary Margaret Walker, partnered with AQUENT; Mark Scansen, Director, MAS Training

PROBE THE PANEL

2:00pm ■ The Next Large Thing

3D for Wireless Devices & Beyond...Online games...Games on phones/ PDAs...Interactive chat...Who knows... Our panel.

This pivotal development in the world of 3D content creation merits attention. **Room 305A, West Bldg.**
Sanjay Balakrishna, Mike Ingrassia, Mark Scansen, Dan Kemmis.

3:00pm ■ Anticipating Evolving Tools/Technology

The goal posts keep moving and the bar keeps being raised. How to stay up-to-date. **Room 305A, West Bldg.**
Paul Steed, Microsoft ATG & Xbox; Tim Turner, IrisInk

4:00pm ■ ART and The Machine

Some say its 100% ART, 0% The Machine...and/or the reverse; Others say 50-50% is the ideal mix.

Room 305A West Bldg.

Carolyn Farino, Rob Maki, Mike Ingrassia.
Moderated by Dan Kemmis

SPECIAL EVENING EVENT

6:00pm ■ "606" Evening Event Featuring Zombie Games

Keynote plus screening "Red Mercury" as a work-in-progress.
Moderated by Dan Kemmis

6:30–8:30pm ■ Prize-based hands-on 3D contests

Auditorium, Room 404, West Building
Mark Long, Zombie Games, Co-Founder/CEO
MC, 'Major Pixel,' XYZ & You, The Pacific Northwest's 3D Peer Group.

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