



FABLECONF' 18 AND REMMIDEMMI F# FRIDAY 26 OCT. 2018

09:15 **KEYNOTE** // // // //
MAXIME MANGEL

**USER-FRIENDLY APPS START
WITH DEV-FRIENDLY TOOLS**

10:30 **TALK** // // // //
EVELINA GABASOVA

**DATA VISUALIZATION WITH
FABLE**

11:30 **TALK** // // // //
JULIEN RONCAGLIA

**REACT PERFORMANCE IN A
FABLE WORLD**

14:00 **TALK** // // // //
GIEN VERSCHATSE

**BECOMING A FULL STACK
DEVELOPER: A QUEST INTO
THE UNKNOWN**

15:00 **TALK** // // // //
ZAID AJAJ

**SCALING ELMISH
APPLICATIONS**

16:00 **TALK** // // // //
TOMASZ HEIMOWSKI

**BUILD A GAME WITH FABLE
IN 45 MINUTES**

17:30 **KEYNOTE** // // // //
KRZYSZTOF CIEŚLAK

**FUTURE OF WEB
DEVELOPMENT WITH F#**