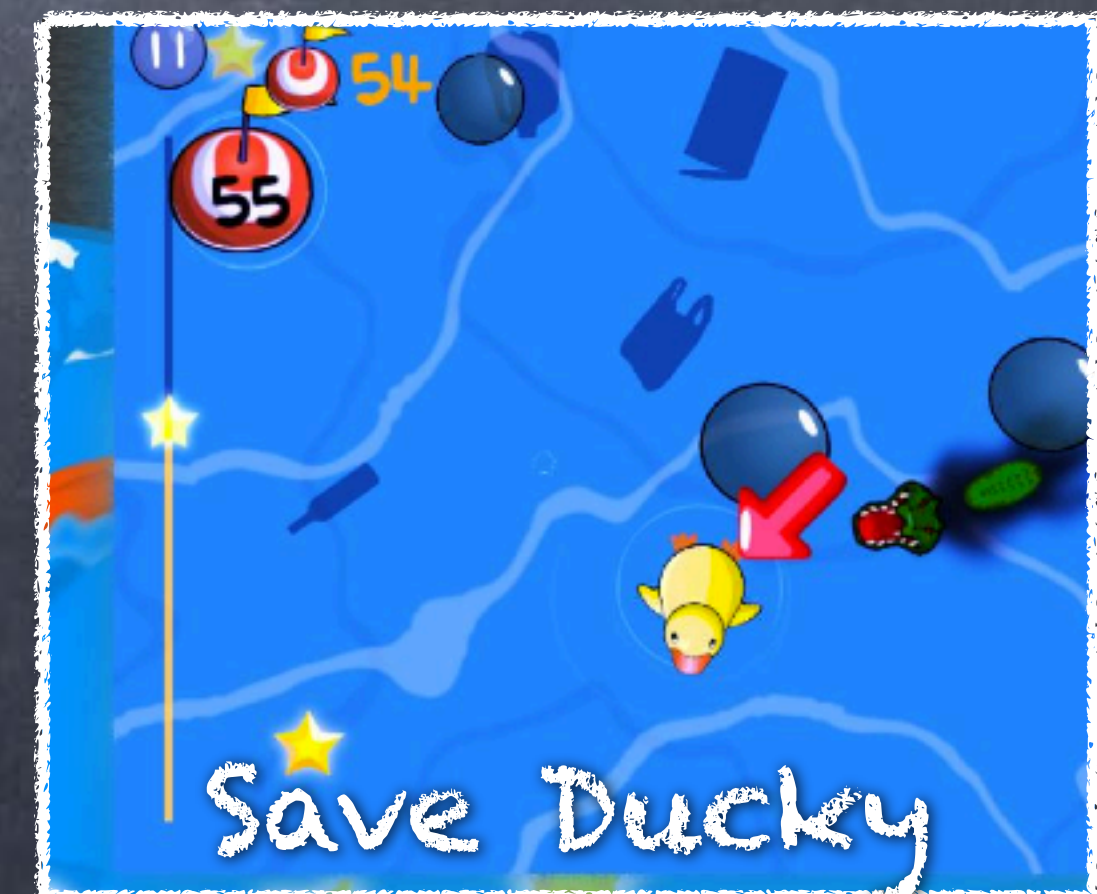
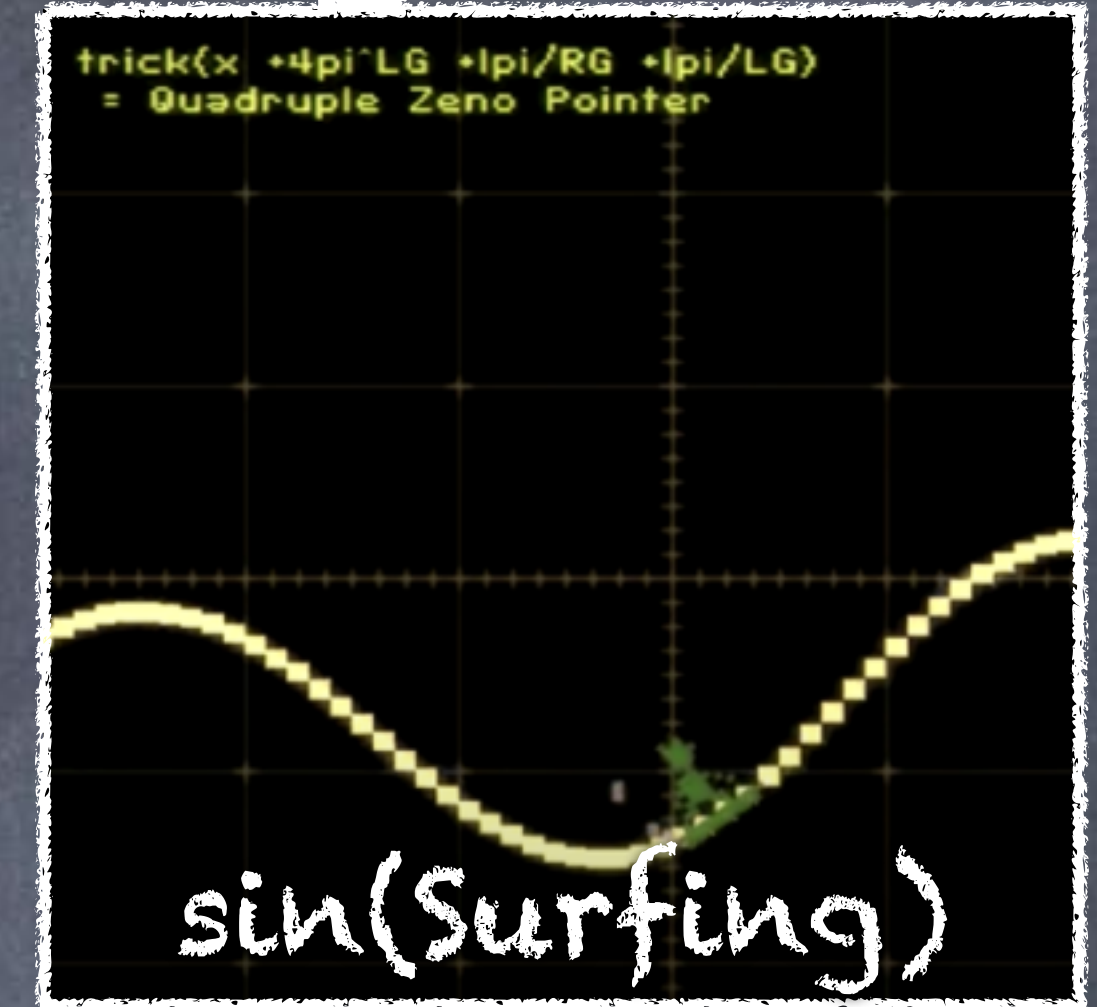


Why Listen to this guy?

- Made games since the 90s
- Published on Console, PC, Mobile
- Notable Projects:
 - sin(Surfing), Xbox 360
 - Hatch, #1 iOS
- Co-Founder, PixelPlush Games



Not discussed in this talk

- Business
- Monetization
- Marketing
- Project Management
- ... Everything else involved in a successful game