

Mr Thom Kaczmarek

Senior Lecturer in Games Design, Moving Image Digital Arts Programme Wide

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Overview

I am an award-winning game developer & senior lecturer at the University of the Arts London. A GIC.GD/ZTG Founder, Regional Organiser for Global Game Jam (UK & Ireland), and have been making games since the late 1990s. I have a constructionist and playful approach to teaching and learning.

Consequently, my experience within the games industry is multifaceted. Originating in hobby (indie) game development at a young age, through the creation of Game Industry Conference, the largest event of its type in Central and Eastern Europe, which I grew from a dozen or so to thousands of attendees in a span of a few years, to a well-respected Senior Lecturer in Games Design.

My results are evidenced over the past two decades in nearly a hundred public speaking opportunities and dozens of academic and industry awards received: ranging from personal projects (IGDA 2012 Winner), through industry recognition for my Diversity Work (TIGA Diversity Award 22 & 23) to Internal student awards (yearly Arts Award Winner since 2020). I have a wide and diverse network of national and international contacts with varied membership (Women in Games, Global Game Jam, and Games Research Association of Poland), making me a well-established and well-versed educator.

Experience

Academic Appointments

RE:play Fellow, University of the Arts London	2025-present
External Examiner, School of Creative Arts, University of Hertfordshire	2025-present
Book Reviewer - AI for the Creative Industries, Creative Digital Design, and Game Development and Animation, Bloomsbury Publishing Plc	2025
External Panel Member - Games Institute Periodic Programme Review, University of Staffordshire	2025
Senior Lecturer in Games Design, Moving Image and Digital Arts, University of the Arts London	2022-present

Book Reviewer - Games Art, Design and Development, CRC Press	2021-present
Guest Speaker - Lessons learnt from COVID: Asynchronous as core delivery using Moodle, Norwich University of the Arts	2021
Professional Advisory Committee - BA in User Experience and Game Design as well as BFA in Digital Art and Animation, DigiPen Institute of Technology	2020-2022
External Examiner - BA (Hons) Games Development and Futures, ACM Games, Middlesex University	2020-2025
External Validator - BA (Hons) Games Development and Futures, Academy of Contemporary Music	2020
External Validator - BA (Hons) Game Art, Wrexham Glyndŵr University	2020
Academic Lead in Games Design and Gamification - ACE-IT: ERDF Research Project, University of the Arts London	2019-2022
Visiting Practitioner - Games Design & Art, LCC - Visiting Practitioners, University of the Arts London	2019-2025
External Consultant - BA (Hons) Independent Games Production, Buckinghamshire New University	2019
Lecturer in Games Design, Moving Image and Digital Arts, University of the Arts London	2018-2022

Non-Academic Employment

Managing Director, FANOTHERPG LTD	2017-2021
Store Manager, Salvation Army Trading Company LTD (Satcol)	2016-2018
Team Member, Cineworld Cinemas LTD	2016
Store Supervisor, Sainsbury's (United Kingdom)	2016
Night Manager, Hotel Du Vin	2014-2016
Night Auditor / Duty Manager, Danesfield House Hotel & Spa	2013-2014
Shop Manager / Senior IT Technician, ZS SUPPLIES (U.K.) LIMITED	2009-2013

Education

Degrees

Masters of Arts Academic Practice in Art, Design and Communication, University of the Arts London	2024-2025
Postgraduate Certificate Academic Practice in Art, Design and Communication, University of the Arts London	2020-2021
Masters of Art Digital Games: Theory & Design, Brunel University London. Thesis: "Potential benefits and deficits of implementing player to player social interaction system in digital board game conversions.", Supervisor: Parsler J	2012-2014
Bachelor of Science Digital Games Design, Buckinghamshire New University. Thesis: "Analysis of limited vision in video games as an acceptable challenge and emotional stimulus.", Supervisor: Sadler J	2009-2012

Certifications

Advance HE, Senior Fellow (SFHEA)	2024
British Academy of Film and Television Arts, BAFTA albert x AimHi Earth Climate Essentials Masterclass	2024
The Carbon Literacy Project, Carbon Literacy Project Certificate	2024
Safe in Our World, Mental Health First Aid Training for Community Managers	2022
Advance HE, Fellow (FHEA)	2021
Advance HE, Associate Fellow (AFHEA)	2021

Language Competencies

Can read, write, speak, understand spoken and peer review Polish

Can read, write, speak, understand spoken and peer review English

Memberships

Limit Break	2022-present
Women in Games	2022-present
Global Game Jam	2021-present
Game Industry Conference	2007-present
Games Research Association of Poland	2004-present

Distinctions

The Rookies 2025, <i>In the Top Global Creative Schools, 2025 Overall - #39th in the world, #2nd in the UK. 3D Animation - #28th in the world #2nd in the UK Game Design & Development - #16th in the world, #4th in the UK Immersive Media - #5th in the world, #1st in the UK</i> , The Rookies	2025
TIGA Education Awards 2025, <i>MA Game Design students (Michael Hunder and Peter Wood) won the Best Student Game award. Student thanks: www.linkedin.com/posts/activity-7379045641198518272-MSA5, The Independent Games Developers Association</i>	2025
Best UK universities for animation and game design – league table 2026, <i>We are the 10th best University in the UK to study Animation and Game Design.</i> , Guardian	2025
TIGA Games Industry Awards 2025, <i>Finalist Shortlist: - Education Institution (LCC) - Commitment to ESG Award (UAL), The Independent Games Developers Association</i>	2025
GameBridge 2025, <i>Under my mentorship, our student, Fanghao Zhu, won the Design Runner-up (2nd place) award at the prestigious Gamebridge event, sponsored by Frontier and delivered by their Head of Design, Laurence Oldham. Game will now represent UAL at the Aesthetica Film Festival: https://www.arts.ac.uk/colleges/london-college-of-communication/stories/360-cinema-immersive-experiences-and-scoring-a-silent-film-lcc-at-aesthetica-film-festival, Frontier Developments, £250</i>	2025
Arts Awards 2025, <i>I have won Outstanding Technical / Operational Support. I have been shortlisted for: Advocate for Student Voice Award Student & Staff Collaboration I have been also nominated in the following categories: Outstanding Teaching Award (x2) Student & Staff Collaboration (x1), Arts Student's Union</i>	2025
TIGA Education Awards 2024, <i>BA (Hons) Game Design was finalist for the Diversity Award for our diverse UAL Games Conference initiative, as well as for Diverse activities like Goldsmiths X GDL X Unijam 2024 collaboration. Dr Alina Potemska was shortlisted for Excellence in Games Research.</i> , The Independent Games Developers Association	2024
TIGA Games Industry Awards 2024, <i>Finalist Shortlist: - Education Institution (LCC) - Commitment to ESG Award (UAL) - Commitment to Workplace Wellbeing (UAL) - Education Initiative (LCC), The Independent Games Developers Association</i>	2024
Best UK universities for animation and game design – league table 2025, <i>We are the 7th best University in the UK to study Animation and Game Design.</i> , Guardian	2024
Arts Awards 2024, <i>Recognised by UAL students in several categories: - Social Justice and Sustainability Award (won) - Making A Difference Award (shortlist) - Outstanding Teaching Award (shortlist) - Staff and Student Collaboration Award (shortlist) - Outstanding Student Contribution to Community Award (shortlist) - Student Rep of the Year Award (nomination), Arts Student's Union</i>	2024
The Rookies 2023, <i>In the Top Global Creative Schools, 2023 Annual Rankings by The Rookies University of the Arts London has been listed as #26 in the Top 50 Creative Schools (2nd in the UK) and 7th in Production Excellence Immersive Media/Games (2nd in the UK).</i> - https://www.therookies.co/schools/rankings/2023/production-excellence-immersive-games , The Rookies	2023

TIGA Games Industry Awards 2023, <i>Finalist Shortlist: - Commitment to ESG Award - Best Education Initiative - Best Educational Institution</i> , The Independent Games Developers Association	2023
TIGA Education Awards 2023, <i>BA (Hons) Game Arts and BA (Hons) Game Design won the Diversity Award for our diverse UAL Games Conference initiative, as well as for Diverse activities like Global Game Jam 2023. Letter Wars was shortlisted for Creativity Assembly Best Student game.</i> , The Independent Games Developers Association	2023
Best UK universities for animation and game design – league table 2024, <i>We are the best University in the UK to study Animation and Game Design. Plus we have a great mention in this article: https://www.theguardian.com/education/2023/sep/09/university-of-the-arts-london-a-creative-champion-rising-up-the-rankings</i> , Guardian	2023
Knowledge Exchange Excellence 2023, <i>Shortlisted for best Student Knowledge Exchange Initiatives of the year (UAL Games Conference, Letter Wars and Sonar on Nintendo Switch) as well as best Public and Community Engagement Award (Global Game Jam 2023).</i> , University of the Arts London	2023
Arts Awards 2023, <i>Recognised by UAL students in several categories: - Outstanding Technical / Operation Support (Won) - Staff and Student Collaboration of the Year (Won with Anson Wong for our Local Global Game Jam 23 site) - Outstanding Teaching (nominated) - Making a Difference (shortlisted)</i> , Arts Student's Union	2023
Best UK universities for animation and game design – league table 2022, <i>We are 4th best University in the UK to study Animation and Game Design.</i> , Guardian	2022
TIGA Games Education Awards 2022, <i>Won the Individual Diversity Award from TIGA UK Games Education Awards 2022 for my overall work and input in diversity in the GameDev Industry and Game Courses at the London College of Communication.</i> , The Independent Games Developers Association	2022
TIGA Games Industry Awards 2022, <i>We were shortlisted for Best Educational Institution and Best Education Initiative and Talent Development. Women in Games (for whom I was ambassador this year) have won Diversity Award in the same ceremony.</i> , The Independent Games Developers Association	2022
Arts Awards 2022, <i>The student body recognized my efforts and nominated me for several (Best Teacher) Arts Awards: - Student Experience Award - won for Collective with Zans Gurskis (only 1 staff member could be named due to system limitations) - Above & Beyond - nomination - Outstanding Teaching Award - nomination - Outstanding Online Learning & Teaching Award - nomination - Course Rep of the Year - nomination</i> , Arts Student's Union	2022
Games Innovation Challenge 2022, <i>Under my mentorship, our MA Games Design students won the Games Innovation Challenge in the Design Award category.</i> , National Student Esports	2022
Grads in Games Awards 2022, <i>Shortlisted for Grads in Games Awards in the following categories: - Inclusivity Champion - Games Academic Award (HE) Additionally, my workplace was shortlisted for the following awards: - Industry Collaboration Award - for London College of Communication & FINIFIGU - Education Institution Award (HE) - for the London College of Communication</i> , Grads in Games	2022
TIGA Games Industry Awards 2021, <i>Shortlisted as a finalist in the TIGA Games Industry Awards 2021 in two categories: - Best Education and Talent Development Initiative 2021 - Best Educational Institution 2021</i> , The Independent Games Developers Association	2021
TIGA Education Awards 2021, <i>We had 4 shortlists at the TIGA Education Awards 2021: 1. Diversity Award (named directly to me, rather than College) for my PgCert project and student support 2. Excellence in University/Industry collaboration for LCC 3. Best Student Business - Wordplay Games 4. The Creative Assembly Best Student Games 2021 - Frog Island We managed to win an award for Best Student Business for Wordplay Games (Akshay Jain, Herman Ho, Amala Antony and Farhana Khan)</i> , The Independent Games Developers Association	2021

Arts Awards 2021, <i>The student's body recognised my efforts and nominated me for several (Best Teacher) Arts Awards: - Student Experience Award - nomination only - Diverse and Inclusive Education Award - nomination only - Outstanding Learning & Teaching Award - Shortlisted - Outstanding Online Learning & Teaching Award - Joint winner, Arts Student's Union</i>	2021
Games Innovation Challenge 2021, <i>Under my mentorship, our student, Luca CavoZZi, received a third place at the Games Innovation Challenge., National Student Esports, £250</i>	2021
Game of the Month (GOTW #370), <i>ORP Burza is an Arcade game developed by Don_Sotto for which I assisted with some design changes and as quality assurance., The Daily Click</i>	2012
London & Global Winner of IGDA Accessibility Challenge 2012, <i>International Game Developers Association (IGDA) organised Accessibility Challenge during the 2012 Global Game Jam. My project "Mini Freerunner" was able to score the maximum amount of points. "A game that I'm very pleased to be able to say broadened my own horizons regarding accessibility, despite me being a specialist with many years experience in the field. As a result, he won not only the London challenge but also placed first globally." - Ian Hamilton, IGDA London,, CBeeBies</i>	2012
Game of the Month (GOTW #340), <i>GunGirl 2 is an action platformer developed by Blue66 for which I was a beta tester., The Daily Click</i>	2010
Game of the Month 2010 (GOTW #333), <i>Duel Toys 2.5 is a fan-made beat-em-up developed by diefox for which I was a beta-tester., The Daily Click</i>	2010
Game of the Month May 2009 (GOTW #321), <i>Zombie Hunterz is a beat-em-up developed by pent with which I helped as a balance designer., The Daily Click</i>	2009
Game of the Week #311, <i>Booberbox is a puzzle game by climou on which I was working as a game tester., The Daily Click</i>	2009
Game of the Week #310, <i>mini03 is a 2D platformer by climou, on which I was working as a designer., The Daily Click</i>	2009
Game of the Week #308, <i>2d puzzle game developed by pikor, I was responsible for the partial translation to English and testing., The Daily Click</i>	2008
Game of the Week #305, <i>Cade Tower: Eozsof is my dungeon crawler game., The Daily Click</i>	2008
Game of the Week #281, <i>Cade Tower: Eozsof is my dungeon crawler game., The Daily Click</i>	2008
Game of the Week #262, <i>I worked as a beta-tested for Hasslevania: The Quest for Shuteye by Del Duio which is a metroidvania game., The Daily Click</i>	2007
Game of the Week #256, <i>Necropolis Rising is a cRPG title developed by Del Duio, which I have tested thoroughly post-release finding over 30 game-breaking bugs. Working with the developer we ensuring a release of a relatively bug-free version 4 of the game, that is a final one available which have won this award., The Daily Click</i>	2007
Game of the Week #255, <i>I am responsible for the English translation of the Slime the Slimery puzzle platformer developed by Pozik, which allowed it to participate in this international competition., The Daily Click</i>	2007
Game of the Week #243, <i>Dizzy Yolkfolk Adventures is a fan game developed by Kurak, where I assisted with translation and testing (uncredited), The Daily Click</i>	2007
GameBuilder.info Game Menu Competition, <i>Drega Syia: Eozsof PA was a winner of International Game Jam for the best interactive menu at GameBuilder.info (No longer active), GameBuilder.info</i>	2007
Game of the Week #216, <i>Winner of the weekly event at TDC for my top-down shooter Death Cage., The Daily Click</i>	2007

Teaching Activity

Courses taught

Insights Outreach (Spring, Summer, Winter) - Games Design & Art at London College of Communication	2019-2022
BA (Hons) Games Design at London Collece of Communication	2018-present

Mentoring

SFHEA - successful, Noce K	2025
SFHEA - successful, McGreene D	2024-2025
Industry Networking (PhD at University of York) through Limit Break, Pedrassoli Chitayat A	2024
FHEA, De Ceita Rodrigues Leal YM	2024
Industry Networking (PhD at University of York) through Limit Break, Masters S	2023
Industry Internships, De Tommaso A	2022-2023
THE WOMEN IN GAMES GLOBAL AWARDS, Ahmed Y	2022
THE WOMEN IN GAMES GLOBAL AWARDS, Ogunjobi A	2022
HE Degrees (Freelance Artist) through Limit Break, Li K	2022
Industry Internships, Montaque G	2020-2023

External Institutional Examinations

BA (Hons) 3D Games Art & Design at University of Hertfordshire	2025-present
Games Institute Periodic Review at Staffordshire University (EE)	2025
BA User Experience and Game Design at DigiPen Institute of Technology Singapore (PAC Member)	2020-2022
Bachelor of Fine Arts in Digital Art and Animation at DigiPen Institute of Technology Singapore (PAC Member)	2020-2022
BA (Hons) Games Development and Futures at ACM The Academy of Contemporary Music (EE)	2020-2025
BA (Hons) Games Development and Futures at ACM The Academy of Contemporary Music (Validation)	2020
BA (Hons) Game Art at Wrexham Glyndŵr University (Validation)	2020
BA (Hons) Independent Games Production at Buckinghamshire New University (External)	2019

Knowledge Exchange

Consultancies & Commercialisations

ACE-IT: ERDF Research Project (Academic Lead in Games Design and Gamification)	2019-2022
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Student KE and Enterprise

Tranzfuser 2025 - Contact Protocol by Cold Zephyr Games (Withdrawn)	2025
Tranzfuser 2024 - Cat-a-strophic by Purr Point Productions (Finalists) + DunDev (Winners)	2024
Tranzfuser 2023 - Fertility, Crime, and Economy by Eventide Birds (Finalists)	2023
Tranzfuser 2021 - Found Guys VS by Studio Squidbreak (Finalists)	2021
Tranzfuser 2020 - Will it Golf? by OFFBRAND (Winners)	2020
Tranzfuser 2020 - Frog Island by Shotgun Mango (Finalists)	2020
Tranzfuser 2020 - Days Lost by WordPlay Games (Winners)	2020
Nintendo Switch DevKits	2020-present

Professional Activity

Reviewing or refereeing (conference, book, journal article etc.)

Anonymous peer review for International Journal of Performance Arts and Digital Media, Maria Chatzichristodoulou Editor-in-Chief	2019-2020
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Consulting or Advisories

Reviewing of a proposal for an Industrial Secondments Programme for games lecturers, This is still on-going project: https://tiga.org/news/tiga-issues-proposals-for-the-governments-autumn-statement-to-boost-the-uk-games-industry , The Independent Games Developers Association, United Kingdom	2022
Game Development course at LUT has a unit during which teams of students work on their respective games and every month, the least promising titles are being cancelled by external guests (like myself), authors of whom move to other projects. By the end of the Unit few major games are being developed that benefit from diverse experience of their members.	2020-2021
Our job is to advice and explain why certain projects and decisions made that let to their creation, have failed the authors and market realities, while others succeed., Lodz University of Technology, Poland	
Advising on student programme, teaching delivery methods, industry links etc., Titan School of Design & Visual Communication, Israel	2018
Game Design Curriculum White Paper 2.0, Games Research Association of Poland, Poland	2017-2018
Consulting local organisers on areas of growth and improvement of the event and upkeeping its foundational values. Promoting the event internationally., Poznań University of Technology, Poland	2015-present
Presentation & Industry consultant for The Big Indie Pitch event., Krakow Technology Park, Poland	2014
Consulting Kazimierz Wielki University, Games Design course - Gamedec., Kazimierz Wielki University in Bydgoszcz, Poland	2013-2017
Consulting Lodz University of Technology, Games Design course., Lodz University of Technology, Poland	2011-2013
Consulting Jagiellonian University, Games Design course.	2010-2011
Collaborating with JU on 4th edition of ZTG/GIC in Kraków, with ideas of expanding the conference to indie games festival with the main prize being egg of a turkey (Indyk in Polish, is a wordplay on English term indie). This did not materialise, but was later reshaped into the Digital Dragons conference - https://digitaldragons.pl , Jagiellonian University, Poland	

Editorial Activities

Editorial in Victory Games (Internet publication)	2007-2013
Editorial in Ślimaczek - GameDev E-zin (Internet publication)	2006-2009

Media interviews

Interviewed on "Polygamia.pl"	2013-present
Interviewed on "Teleskop", TVP Poznań	2013-present
Interviewed on "be 4 fm", MyONTV	2013-present
Interviewed on "1ndie World"	2013-present
Interviewed on "PC Gamer"	2012-present
Interviewed on "What's on?", Radio Eska Łódź	2011-present
Interviewed on "Gramy na Maxa", Gramy na Maxa, Lublin	2011-present
Interviewed on "Gram.pl"	2010-present
Interviewed on "GildiaTV"	2010-present
Interviewed on "Gramy na Maxa", Gramy na Maxa, Lublin	2010-present
Interviewed on "Gramy na Maxa", Gramy na Maxa, Lublin	2010-present

Interviewed on "Gramy na Maxa", Gramy na Maxa, Lublin	2010-present
Interviewed on "Evening News", TVN Warszawa	2009-present
Interviewed on "Komputer Świat Ekspert 05/08"	2008-present

Deliveries of Non-Research Presentations

Panel: Game Development Education in Poland and Beyond, presented to Student Games Festival, Kultura Interaktywna, at Kultura Interaktywna	2025
Panel: Promoting diversity and widening access in games education, presented to TIGA Education Conference, at Bournemouth University, United Kingdom	2024
Panel: Big Releases & Shakeups, presented to Do I Look Like a Gamer International Future Summit Livestream, at mayamada	2023
Including lecturers in the videos and how this helps build a sense of community with students, presented to LCC - Educational Videos: Practice sharing, University of the Arts London, United Kingdom, at University of the Arts London, United Kingdom	2023
From early interventions to Secret Library, how Moodle, Panopto & Outlook can automate parts of in-person teaching., presented to Sonic Screen Podcast, at University of the Arts London, United Kingdom	2023
Industry Panel, presented to Uni Jam, at SAE Institute, United Kingdom	2023
Ensemble Panel, presented to W.A.S.D. 2022, at W.A.S.D., United Kingdom	2022
Games Design and Virtual Reality - differences and similarities, presented to Insights Spring School 2022, at London College of Communication, United Kingdom	2022
Panel 1 - Bachelorette and school / Panel 1 - Licencjacko-szkolny, presented to Universities and the Gaming Industry: Education and Cooperation Seminar, at GAMEHIGHED, Poland	2021
Panel 3 - Gamejams / Panel 3 - Gamejamowy, presented to Universities and the Gaming Industry: Education and Cooperation Seminar, at GAMEHIGHED, Poland	2021
COVID Workshops: Asynchronous as core delivery, presented to Digital Learning Workshop, at Norwich University of the Arts, United Kingdom	2021
How to Enter Creative Industries, presented to Outreach to Southwark LEAN, Ark All Saints Academy, Bacon's College and Harris Academy Peckham, United Kingdom, at London College of Communication, United Kingdom	2021
Game Design at University, presented to Outreach to BCE College Group, Big Creative Education, United Kingdom, at London College of Communication, United Kingdom	2021
Gamify anything, presented to Outreach to USP College, USP College Creative, United Kingdom, at London College of Communication, United Kingdom	2021
An introduction to gamification in teaching & learning, presented to Training Week, at University of the Arts London, United Kingdom	2021
Moodle Activities and Workshops, presented to Digital Learning Team, at University of the Arts London, United Kingdom	2020
Blackboard Collaborate Ultra - As Teacher and Student, presented to Digital Learning Team, at University of the Arts London, United Kingdom	2020
Multifile Upload To Moodle, presented to Digital Learning Team, at University of the Arts London, United Kingdom	2020
Presentation of UAL LCC Screen School, presented to GIC 2019, at Poznań University of Technology, Poland	2019
Diverse backgrounds - how themes can define or force game mechanics, presented to UAL Insights Summer School 2019, at London College of Communication, United Kingdom	2019
Game Design Insights, presented to UAL Insights Summer School 2019, at London College of Communication, United Kingdom	2019

History of Games and their types, presented to UAL Insights Summer School 2019, at London College of Communication, United Kingdom	2019
Presentation of UAL BA (Hons) Game Design, presented to GIC XI, at Poznań University of Technology, Poland	2018
10 Years Anniversary Talk, presented to GIC X, at Międzynarodowe Targi Poznańskie, Poland	2017
Panel: Potentials and challenges of higher-ed games education, presented to Games-Ed International Seminar, at Kazimierz Wielki University in Bydgoszcz, Poland	2017
Panel: What killed the indie games and what happens next?, presented to VII Zjazd Twórców Gier - 7th ZTG GameDev Convention, at Międzynarodowe Targi Poznańskie, Poland	2014
Panel: How to teach game creation, presented to Game Industry Trends 2014, at No Noobs, Poland	2014
Panel: Do you want to make games? How to start?, presented to Poznan Game Arena 2013, at Międzynarodowe Targi Poznańskie, Poland	2013
Panel: Criticising games as evil altogether, presented to VI Zjazd Twórców Gier - 6th ZTG GameDev Convention, at Międzynarodowe Targi Poznańskie, Poland	2013
Panel: Games of future, future of games, presented to V Zjazd Twórców Gier - 5th ZTG GameDev Convention, at Międzynarodowe Targi Poznańskie, Poland	2012
Panel: Indie Games Development, presented to Szczecin Gameshow 2011, at Szczecin Gameshow Expo, Poland	2011
Sens3s: The Art of Understanding Chapter 1: Eyesight - game presentation as part of Developer Showcase, presented to WGK'2011 I National Conference on Computer Games Development, at Gdańsk University of Technology, Poland	2011
Panel: The future of the computer games market in Poland, presented to Polcon 2011, at Klub Fantastyki „Druga Era”, Poland	2011
Panel: Do amateur groups have a chance to create a game in Poland, presented to Polcon 2011, at Klub Fantastyki „Druga Era”, Poland	2011
Interview with Francois Lionet (CEO of Clickteam), presented to Click Convention 2009, at Centrum Metodyczne Pomocy Psychologiczno-Pedagogicznej, Poland	2009
Two Climou Games, presented to (2nd) Zjazd Twórców Gier - 2nd ZTG GameDev Convention, at Centrum Metodyczne Pomocy Psychologiczno-Pedagogicznej, Poland	2009
Event Organisations / Curations	
Event administrator of Plenary or general session	2025-present
Event administrator of Symposium, Unity Technologies, United Kingdom	2025-present
Event administrator of Workshop, SAE Institute, United Kingdom	2025
Event administrator of Networking event, London College of Communication, United Kingdom	2025-present
Event administrator of Workshop, University of the Arts London, United Kingdom	2024-2025
Assistant of Exhibition, London College of Communication, United Kingdom	2024
Event administrator of Workshop, SAE Institute, United Kingdom	2024
Event administrator of Networking event, London College of Communication, United Kingdom	2024
Event administrator of Networking event, Hub 175	2024
Event administrator of Seminars, University of the Arts London, United Kingdom	2023
Event administrator of Social event, University of the Arts London, United Kingdom	2023
Event administrator of Social event, University of the Arts London, United Kingdom	2023
Event administrator of Workshop, University of the Arts London, United Kingdom	2023-2024

Event administrator of Social event, University of the Arts London, United Kingdom	2023
Assistant of Exhibition, London College of Communication, United Kingdom	2023
Event administrator of Workshop, London College of Communication, United Kingdom	2023
Event administrator of Workshop, SAE Institute, United Kingdom	2023
Event administrator of Workshop, University of the Arts London, United Kingdom	2023
Event administrator of Workshop, University of the Arts London, United Kingdom	2022-2023
Event administrator of Seminars, University of the Arts London, United Kingdom	2022
Event administrator of Conference, University of the Arts London, United Kingdom	2022-2023
Assistant of Networking event, Game Dev London	2022
Assistant of Exhibition, London College of Communication, United Kingdom	2022
Assistant of Exhibition, London College of Communication, United Kingdom	2022
Event administrator of Social event, London College of Communication, United Kingdom	2022-present
Event administrator of Social event, University of the Arts London, United Kingdom	2022
Event administrator of Workshop, University of the Arts London, United Kingdom	2021-2022
Event administrator of Seminars, University of the Arts London, United Kingdom	2021
Assistant of Conference, University of the Arts London, United Kingdom	2021-2022
Assistant of Consumer show, Fragers LTD, United Kingdom	2021
Assistant of Exhibition, London College of Communication, United Kingdom	2021
Event administrator of Workshop, London College of Communication, United Kingdom	2021
Event administrator of Workshop, University of the Arts London, United Kingdom	2020-2021
Event administrator of Seminars, University of the Arts London, United Kingdom	2020
Event administrator of Seminars, University of the Arts London, United Kingdom	2020
Event administrator of Seminars, University of the Arts London, United Kingdom	2020
Event administrator of Seminars, University of the Arts London, United Kingdom	2020
Assistant of Exhibition, London College of Communication, United Kingdom	2020
Event administrator of Seminars, University of the Arts London, United Kingdom	2020
Event administrator of Seminars, University of the Arts London, United Kingdom	2020
Event administrator of Workshop, University of the Arts London, United Kingdom	2020
Event administrator of Workshop, University of the Arts London, United Kingdom	2019-2020
Event administrator of Seminars, University of the Arts London, United Kingdom	2019
Event administrator of Seminars, University of the Arts London, United Kingdom	2019
Assistant of Networking event, University of the Arts London, United Kingdom	2019
Event administrator of Consumer show, Multiplay, United Kingdom	2019
Workshop, IPM Business School, Belarus	2019
Assistant of Exhibition, London College of Communication, United Kingdom	2019
Assistant of Seminars, University of the Arts London, United Kingdom	2019
Event administrator of Consumer show, Multiplay, United Kingdom	2019
Event administrator of Consumer show, Multiplay, United Kingdom	2018
Assistant of Consumer show, Fragers LTD, United Kingdom	2018
Event administrator of Consumer show, Multiplay, United Kingdom	2018

Assistant of Consumer show, Fragers LTD, United Kingdom	2017
Event administrator of Consumer show, Multiplay, United Kingdom	2017
Event administrator of Consumer show, Multiplay, United Kingdom	2016
Event administrator of Consumer show, Multiplay, United Kingdom	2016
Event administrator of Consumer show, Multiplay, United Kingdom	2016
Assistant of Consumer show, Multiplay, United Kingdom	2015
Event administrator of Conference, Poznan University of Technology, Poland	2015
Event administrator of Conference, Poznan University of Technology, Poland	2014
Event administrator of Conference, Poznan University of Technology, Poland	2013
Event administrator of Conference, Poznan University of Technology, Poland	2012
Event administrator of Conference, Politechnika Łódzka, Poland	2011
Event administrator of Conference, University of Gdańsk, Poland	2010
Event administrator of Conference, Centrum Metodyczne Pomocy Psychologiczno-Pedagogicznej, Poland	2009
Event administrator of Conference, Clickteam USA LLC, Poland	2009
Event administrator of Convention, Stowarzyszenie Klub Fantastyki Arkham, Kalisz, Poland	2009
Event administrator of Convention, AGH University of Science and Technology, Poland	2008
Event administrator of Convention, Stowarzyszenie Klub Fantastyki Arkham, Poland	2008
Event administrator of Networking event, Polska Scena Klikowa, Poland	2007
Event participations	
Participation in Seminars, Online exhibition of students work and industry talks related to Unreal Engine	2025
Participation in Networking event, An evening of video game-related networking organized by UKIE one of UK's gaming trading bodies	2025
Participation in Symposium, Event connecting diverse talent from the Film And Animation industry with leading studios, TV, and Global Streaming Platforms	2025
Participation in Networking event, An evening of video game-related entertainment and networking targeted at those who work, or are seeking to work in the games industry	2025
Participation in Workshop, Doug Pennant, a Senior Game Producer and author delivered a quick production "what's what" and mythbusting session	2025
Participation in Fair, A series of speakers from the games industry who lift the curtain on their design practice alongside a diverse festival of games	2025
Participation in Symposium, MAKE/PLAY is a one-day symposium investigating the creation of knowledge through games and play creation	2025
Participation in Symposium, 3rd event in the series on connecting academics and industry for more sustainable games	2025
Participation in Conference, Conference on everything narrative within games	2025
Participation in Symposium, Panel around KE in UAL	2025
Participation in Symposium, Academics and industry professionals collaborated to make games more accessible for everyone	2025
Participation in Workshop, Discussing the latest changes and achievements related to Education with the use of Unreal Engine	2025
Participation in Seminars, 'PhD Pathways: Bridging research and industry' webinar was hosted by Carlo Harvey (MMU) for the University of Warwick	2025

Participation in Gala, The TIGA Games Industry Awards showcase excellence in games development, service providers and education	2025
Participation in Networking event, This event is organised by Into Games, with the support of Elevate 100 and Circle Collective. It is funded by Lewisham Council and the Phoenix Housing Trust	2025
Participation in Seminars, This meetup aimed to bring together representatives from universities and institutes who are committed to advancing a more sustainable games industry - it was held online, invitation only for those who participated in the first event	2025
Participation in Conference, Ukie at the University of Staffordshire hosted a conference to learn about careers in the video game industry directly from industry professionals	2025
Participation in Fair, The Student Games Festival is a unique international event designed to spotlight student creativity, foster collaboration between education and the game industry, and promote games as works of culture and art	2025
Participation in Networking event, An evening of thought-provoking talks, panels and networking targeted at those who work, or are seeking to work in the games industry	2025
Participation in Social event, In this illustrative inaugural lecture, Professor Nic Whitton explored how playful learning in higher education has evolved and become increasingly embedded in universities over the past twenty years	2025
Participation in Exhibition, An exhibition that makes visible the hidden materiality of the virtual world	2025
Participation in Seminars, Learning from some of the best in the UK video games industry about how to supercharge game studio	2025
Participation in Seminars, Discovering what's new in Unreal Engine, tailored specifically for post-secondary educators and schools	2025
Participation in Seminars, Expert seminars on how to kickstart your career in the games industry	2025
Participation in Seminars, This meetup aimed to bring together representatives from universities and institutes who are committed to advancing a more sustainable games industry - it was held online	2025
Participation in Conference, The go to conference of UK Games Industry	2025
Participation in Conference, TIGA's Game Education Conference 2025 will once again comprise a full day of keynotes and panel discussions, providing a vital forum for educators and studios to exchange knowledge and ideas to address key challenges, including skill needs, graduate employability, excellence in research and teaching and studio spinouts from higher education	2025
Participation in Exhibition, Annual showcase of BAFTA YGD finalists	2025
Participation in Exhibition, The Gamebridge Student Games Festival	2025
Participation in Annual general meetings, WiG event	2025
Participation in Symposium, Innovative line-up of educators shared the great work they're doing integrating interactive 3D technology into their learning spaces	2025
Participation in Conference, A one-day event aimed at providing support, advice and inspiration to start-ups and studios looking to scale up and expand	2025
Participation in Exhibition, GDL Indie Games Expo - GDLX 2025 at UCA Farnham	2025
Participation in Symposium, Folk Games Reimagined: Bridging Tradition and Change at Now Play This 2025	2025
Participation in Exhibition, Power Up evening session (adults only) at Science Museum	2025
Participation in Social event, Sky High Retro Gaming social event - London Games Festival	2025
Participation in Consumer show, guildford.games Festival 2025	2025

Participation in Conference, Let's Talk Games - educational games conference dedicated to providing expert insights into the art and design of video games	2025
Participation in Exhibition, Office Hours Red Bull Gaming Sphere by Xsolla was an indie expo with networking component	2024
Participation in Gala, TIGA Games Industry Awards 2024: representing UAL for 4 shortlists	2024
Participation in Symposium, Inclusive Gamedev – Illusion or Reality? Industry Panel (Online in Polish) Speakers: Natalia Pych, Agnieszka Mulak, Mateusz Witczak and Jan Stasienko	2024
Participation in Seminars, Masterclass: 17 years of Assassin's Creed with Ubisoft and BAFTA	2024
Participation in Workshop, 'Music and Sound Design for Video Games' workshop run by Andy Lemon (LSBU) as part of FRAY WORLD Game Jam	2024
Participation in Seminars, Levelling Up Game Design with UI/UX with Anisa Sanusi (Limit Break), Edd Coates (Radical Forge), Seb Long (Player Research), Leanne Bayley (Atomhawk Advance)!	2024
Participation in Conference, 20th Anniversary Women in Games Global Conference	2024
Participation in Seminars, Games Masterclass: Embedding Accessibility in a Game & Studio with Hyper Luminal Games in partnership with BAFTA Scotland and Abertay's Faculty of Design, Informatics, and Business	2024
Participation in Seminars, Breaking the negative spiral by Kevin Davey	2024
Participation in Product launch, Elevate your future with a career in Gametech part of Summer Futures event at City Hall, the Mayor of London's Offices (Invitation)	2024
Participation in Exhibition, The biggest indie expo in the UK	2024
Participation in Conference, Generation Analog 2024 conference with Theme: Home	2024
Participation in Workshop, Neurodiversity Roundtable on inclusivity of neurodiversity in a workplace by UKIE	2024
Participation in Workshop, GAMING AND GAMBLING HARM PREVENTION WORKSHOP - Two day workshop on harm prevention in games	2024
Participation in Workshop, You Are Not an Imposter: Dealing with Imposter Syndrome - Industry roundtable at Develop:Brighton	2024
Participation in Seminars, Sensitive Content: Telling a Challenging Personal Story in The Quiet Things by Silver Script Games	2024
Participation in Seminars, Growing Pains - How to Scale Without Breaking the Thing You Love by Gav Shepherd (Rev Rooms)	2024
Participation in Workshop, "It's Good to Talk": Building Bridges Between the Games Industry and Academia - Collaborative workshop run by Tom Cole (University of Greenwich)	2024
Participation in Seminars, Kickstarting Your Indie Game Studio as a Graduate / Student! by Marco Ng Otterweave Games Studio	2024
Participation in Seminars, How To Create A Games Studio In 10 Easy Steps (With Some Hard Lessons Along The Way) Seminar by Bobby Thandi (XR Games)	2024
Participation in Networking event, End Of Develop Conference Party In Aid Of SpecialEffect - networking event	2024
Participation in Networking event, Refreshments with Into Games - Networking breakfast	2024
Participation in Exhibition, UnderDeveloped 2024 - Exhibition of games in progress	2024
Participation in Workshop, Accessible Communication and Managing a Neuro-diverse Studio - Workshop run by Adam Niall Clewes-Boyne from BetaJester	2024

Participation in Seminars, Panel Discussion: Malta – A European Stage for Your Global Ambitions	2024
Participation in Networking event, Grads In Games meetup @ Develop - networking event	2024
Participation in Networking event, Play@Develop a charity event for SpecialEffect	2024
Participation in Workshop, Building mobile web games roundtable - Tips and tricks on building and monetizing mobile web game by Unity	2024
Participation in Seminars, No More Boom and Bust: How to Empower Inclusive, Sustainable Businesses - Discussion panel run by Dom Shaw (Ukie), Sarah Brewster (Fresh Seed), Gina Jackson (Skillful) and Liz Prince (Amiquus)	2024
Participation in Seminars, Shaping Your Future: Ukie is Here to Help - Importance of Trade Bodies for industry and education by Nick Poole	2024
Participation in Exhibition, Chips'n'Chill 2024 - Exhibition of Cornish games by Cornwall Games	2024
Participation in Conference, Develop:Brighton 2024 Conference	2024
Participation in Workshop, How to Get More Girls: Gender and Gaming, Beyond the 'Menemies' Mindset - Workshop run by Lori Meakin The Others & Me	2024
Participation in Workshop, Men as Allies: Open Your Eyes & Become an Agent of Change Workshop run by Marie-Claire Isaaman Women in Games	2024
Participation in Networking event, Develop:Brighton IceBreaker in the Metropole Bar - Official networking evening	2024
Participation in Networking event, RaiseTheGame Festival Of Food at Shelter Hall - Networking dinner by UKIE	2024
Participation in Exhibition, BAFTA Young Game Designers 2024 expo	2024
Participation in Networking event, Cupcake & GamePad Social @ Samsung KX networking event celebrating launch of "Do I Look Like A Gamer?" campaign	2024
Participation in Symposium, Education Summit - UEFN for Transmedia for Post-Secondary educators	2024
Participation in Exhibition, NextGen Graduate Showcase 2024 - London	2024
Participation in Exhibition, Industry Private View: UAL Creative Computing Institute Summer Festival	2024
Participation in Product launch, BAFTA Young Game Designers showcase of the best young talent aged 10-18	2024
Participation in Seminars, Online insight: Focus on games part of Games Careers Week with James Gorry, Fern Griffiths and Lucía Vázquez Vaquero (Ubisoft Leamington) joined by Felipe Anargyrou and Yao Ran,(Third Kind Games)	2024
Participation in Seminars, PLAYING BETWEEN WORLDS: MISHKA DE CARO with Lujan Oulto	2024
Participation in Exhibition, Gamebridge 2025 is games festival for students/graduates	2024
Participation in Seminars, Masterclass: An Evening with Baldur's Gate 3 by BAFTA	2024
Participation in Networking event, GDC Centre Stage TakeOver networking event part of London Tech Week	2024
Participation in Seminars, Panel on Gender and Culture Representation in Games with A.M. Darke (UCSC), Mer Grazzini (Argentinian indie), Phoenix Perry (UAL), Marina Sebastidou (Wargaming) and Daniela De Angeli (Echo Games)	2024
Participation in Conference, Games Mental Health Summit	2024
Participation in Seminars, UAL Open Doctoral School: Wellbeing & Research	2024
Participation in Networking event, London Games Frenzy 2024	2024

Participation in Conference, Empowerment Through Connection: A Women in Games Individual Ambassador Only Annual Gathering Conference	2024
Participation in Seminars, Diversity Beyond Buzzwords: Tackling Challenges for Underrepresented Groups with Code Coven	2024
Participation in Workshop, Masterclass: Making Forza Motorsport Accessible Online with award-winning Blind Driving Assist features	2024
Participation in Networking event, Ukie Hub Crawl London - Local Action: Global Ambition	2024
Participation in Workshop, Xbox Sustainability Toolkit Workshop by Daniel Jacobs and Trista Patterson from the Gaming for Everyone + Xbox Sustainability team	2024
Participation in Conference, Leisure electronics and the emergence of video games: Towards a genealogy of ludic practices and computing artifacts conference is co-organized by the GameLab UNIL-EPFL and the research project Confoederatio Ludens, with the support of the Institute of Social Sciences of the University of Lausanne in Switzerland	2024
Participation in Product launch, The launch of the TIGA Manifesto 2024: Agenda for the UK Video Games Industry is an invitation-only event discussing the future of the British Games Industry	2024
Participation in Networking event, Meeting between The Guardian and UAL regarding this year edition of Future of Video Games campaign	2024
Participation in Networking event, Game as a Form of Art by Dr Alina Potemska	2024
Participation in Product launch, Digital Creative Connection - Launch Event a side event to London Games Festival	2024
Participation in Trade show, WASD is an expo with a variety of networking opportunities set in Truman Brewery London	2024
Participation in Exhibition, Game Day X - London Games Festival Fringe event by HUB175	2024
Participation in Plenary or general session, BAFTA Masterclass: Social Mobility and Games with Code Coven, Into Games, à la mode games, mayamada and Dan Ahern	2024
Participation in Seminars, I chat with Antony Fischer about securing a publisher for your game by Constantin Dumitru	2024
Participation in Seminars, Pre Game Day X - chat with the speakers - London Games Festival Fringe event conference	2024
Participation in Seminars, Becoming a Technical Designer with Yasmin Curren	2024
Participation in Workshop, How to convert a game to DOTS live workshop by Unity advocate Mike Geig	2024
Participation in Workshop, Tentacle Zone's Careers Workshop part of London Games Festival	2024
Participation in Workshop, Indie Game Quest: The Importance of Playtesting and How to Do It - An evening of rapid prototyping and playtesting	2024
Participation in Workshop, "Think Like a Game Designer" was a workshop delivered by Games for Change as part of National STEM Week	2024
Participation in Symposium, Education Post-Secondary Summit of 2024: "Unboxing Curriculum" with sustainable uses of Unreal Engine	2024
Participation in Conference, Search For A Star 2024 Finals Day Conference by Grads In Games	2024
Participation in Product launch, IG50 2024 Launch! celebrate and spotlight the UK's undiscovered games industry talent	2024
Participation in Seminars, Setting up an Indie Studio with Rami Ismail	2024
Participation in Networking event, Ukie Hub Crawl Guildford - Local Action:Global Ambition	2024

Participation in Seminars, Learn large-scale multiplayer with Megacity Metro by Unity	2024
Participation in Seminars, Navigating the Emotional Rollercoaster of Redundancy at Tentacle Zone	2024
Participation in Workshop, Educator Professional Development: Teaching Unity - a four-week asynchronous program	2024
Participation in Networking event, POC in Play Meetup at the UsTwo offices	2024
Participation in Networking event, Not-GDC London Games Meetup with Barclays	2024
Participation in Networking event, Student Game Dev Club - London Edition	2024
Participation in Seminars, Game For Thought: Religion in Games with Bram De Ridder, Rachel Wagner, and Lars de Wildt	2024
Participation in Seminars, AAA Production Experts Benjamin Carcich & Aaron Smith talk about Game Production and share some of their tools, frameworks, and experiences	2024
Participation in Seminars, The Peer Factor: How ambassadors make a stand out difference to retention by WonkHE and Pearson	2024
Participation in Seminars, Conscious Contrast for use in Game Design and Personal Branding by Andrei Croitor	2024
Participation in Workshop, Board game jam in association with the Science Museum's new exhibition 'Zimingzhong 凝时聚珍: Clockwork Treasures from China's Forbidden City' was led by Dr. Daniela De Angeli, researcher and co-director of Echo Games CIC and a lecturer in the department of Computer Science at the University of Bath	2024
Participation in Workshop, BAFTA albert and AimHi Earth delivered a fundamentals training masterclass going through core climate concepts, how they link together and how to talk about them with impact!	2024
Participation in Seminars, Game for Thought S4 EP4: Neurodiversity in Digital Entertainment with Pierre Escaich, Coty Craven, Lisanne Meinen, and Alan Jack	2024
Participation in Workshop, Lifting off with visionOS: A creator roundtable	2024
Participation in Conference, "Games of War" conference organised by The Faculty of History at the University of Gdansk (Poland), in collaboration with the Department of Computer Systems and Technologies at Simon Kuznets Kharkiv National University of Economics (Ukraine)	2024
Participation in Seminars, I chat with Justin how to transition between traditional and digital art by Constantin Dumitru	2024
Participation in Seminars, I chat with Ali Farha about how to start your journey in gaming by Constantin Dumitru	2024
Participation in Convention, Guildford.Games Festival 2024 - included Playing 4 The Planet Alliance panel with speakers from the United Nations, ustwo Games and Sybo	2024
Participation in Networking event, Invite only networking event run and host by BAFTA @ 195 Piccadilly Circus	2024
Participation in Seminars, Kat Craig is gonna walk attendees through designing UX/UI elements with accessibility in mind. She has 15 years of UX design experience and 12 years of UI design	2024
Participation in Networking event, TZ's Games Localisation Panel & Networking Evening with Russ Clarke (Payload Studios). Mette Tingey (Alpha Games), Nana Sato-Rossberg (SOAS), Ikuyo Taniguchi (SOAS), Sai Wun Poon (Payload Studios). Sarah Burns (Marvelous Europe)	2024
Participation in Workshop, Workshop around The Net Zero Game 2050 with Soren Jensen	2024
Participation in Seminars, LinkedIn Audio event with ex-blizzard recruiter Justin Williams and ex-playstation recruiter Matt Barney	2024

Participation in Workshop, The Carbon Literacy Project	2024
Carbon Literacy®: “An awareness of the carbon costs and impacts of everyday activities, and the ability and motivation to reduce emissions, on an individual, community and organisational basis.”	
Participation in Networking event, Invited by Ukie Education to join their academic members, Digital Schoolhouse programme lead teachers and professionals from the video games, edtech industries and more for a unique networking event	2024
Participation in Seminars, Craig Hauser covered in this talk level and combat design that keeps players engaging and feeling empowered	2024
Participation in Seminars, Philip Charter discussed the language of stories and how to differentiate good from bad storytelling in games	2024
Participation in Seminars, This event was hosted by LinkedIn Top Voice and creator of Video Games Career Resources Amir Satvat, and Lizzie Mintus who is CEO of Here's Waldo Recruiting, a top game recruitment firm	2024
Participation in Seminars, I chat with Alejandro Sandoval about effective networking in gaming	2024
Participation in Seminars, Gaming Backstage : Design your Life & Career with Aïda Figuerola	2023
Participation in Seminars, Three-hour session on careers and job searching in the games industry	2023
Participation in Seminars, As global recruitment leader Jasmine provided insightful portfolio tips on their formats, layout, art styles and dos & don'ts across various disciplines	2023
Participation in Seminars, Gaming Backstage : Creative Direction with George Andreas	2023
Participation in Seminars, Gaming Backstage : Platform & System Design with Mark Davis	2023
Participation in Seminars, Gaming Backstage : Artificial Intelligence with Luka Crnkovic-Friis	2023
Participation in Seminars, Gaming Backstage : Game Production with Buffy Rice	2023
Participation in Seminars, Art Director Jeff Parrott shared his inspiring journey and insights on : - Starting your art career and its evolution - Portfolio advice and branding for creatives	2023
Participation in Seminars, Elliot Callaghan teaches game audio, based on his vast experience from film and games industries	2023
Participation in Seminars, A global art & visual development leader, Robert Mac Kenzie, helped participants elevate their careers through his inspiring creative life, and opinion on ADHD and being a Neurodivergent Manager	2023
Participation in Seminars, Worker Empowerment & Unionization in Games Panel	2023
Participation in Conference, gamedev.world is the global game developer conference. Featuring 30+ speakers from all over the planet, all talks will be close-captioned and translate into Arabic, Brazilian-Portuguese, English, French, Hindi, Japanese, Simplified Chinese, and Spanish	2023
Participation in Seminars, Graham Smith has 12 years of experiences in industry and worked in studios like Red Storm and Epic Games	2023
Participation in Seminars, Rafael Barreto is a CEO of Fire Game Studios with 4 released titles	2023
Participation in Networking event, Was invited to Escape event by their Head of Education John Stopforth	2023
Participation in Networking event, evening of drinks and festivities at the Ukie office. Come along to network and meet friends old and new	2023

Participation in Networking event, K Games Studio Rare is hiring! Come meet some of the team and find out more about their new paid internships!	2023
Participation in Seminars, Andrea Saravia Pérez is an award-winning narrative designer and writer discussing: game narratives that can empower	2023
Participation in Workshop, An in-person roundtable to have open discussions around Mental Health and Wellbeing at UKIE HQ	2023
Participation in Seminars, Paco Martinez discussed "Leaping into the unknown: pushing yourself out of your comfort zone & seek innovation"	2023
Participation in Seminars, Helena Lorenzo is a global UX researcher who shared her inspiring story, and opinion on why UX is different in gaming as well as Diversity, Equity & Inclusion for the win in games	2023
Participation in Workshop, In-person careers focused gathering at Tentacle Zone's Co-working Space in London	2023
Participation in Seminars, Panel from mobile gaming experts discussing Gaming Trends of 2024, Alternative Game Distribution, Subscription Gaming, The Future of User Acquisition (UA), Gaming Cycle - Where We Are Now and Cross-Platform Play	2023
Participation in Seminars, Jaime Silva, discussed his career transitions and offered tips on networking, best practice and recruitment	2023
Participation in Exhibition, Queer Indies Showcase was a spotlighting of queer games alongside fun interactions between their creators and queer influencers, followed by a panel	2023
Participation in Exhibition, The International Game Developers Association (IGDA) and Women in Games International (WIGI) are running a live stream event celebrating and amplifying women-led games, devs, and studios	2023
Participation in Workshop, Webinar was help as part of Women Empowerment Asia & Latin America in partnership with Google, Global Game Jam and IGDA	2023
Participation in Workshop, The Carbon Trust & P4P Alliance take a deep dive into their report on carbon emissions in the games industry, supported by Ukie	2023
Participation in Exhibition, Showcase of 11 games created at Gamedev Camp	2023
Participation in Seminars, Learn about UAL Incubator: Grow, a new free programme of support for South London-based tech and digital entrepreneurs	2023
Participation in Symposium, A series of talks for Sonic Screen Lab for curated by Friendred Peng	2023
Participation in Networking event, See out another year of Limit Break with our online gathering with amazing panel guests, and networking	2023
Participation in Seminars, Games Talks Live Dundee, Edinburgh and Glasgow was a series of short talks interspersed with general networking over 3 days across Edinburgh, Dundee and Glasgow	2023
Participation in Conference, PathfindinGS 2023 (Online) conference firmly places a spotlight on the video game industry of the Global South	2023
Participation in Workshop, "High, lows and some things I've picked up along the way, but mostly character design"	2023
Participation in Exhibition, Unlock Your Game Career Journey at Women in Games Careers, Development and Network Expo	2023
Participation in Networking event, Miniclip is delighted to host the next BAME in Games (BIG) evening	2023
Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK	2023
Participation in Convention, AdventureX is the UK's only convention dedicated to narrative-driven gaming	2023

Participation in Networking event, Networking event for people dealing with narrative in games	2023
Participation in Exhibition, Experience the future of gaming, connect with industry leaders, and witness emerging talent at our Game Expo and Pitching Session	2023
Participation in Networking event, BAFTA members and per invite only networking event at Piccadilly 195	2023
Participation in Exhibition, Indigeverse is an online showcase of art, writing, research, and scholarship in which many indigenous authors were invited to share their thoughts, ideas and work	2023
Participation in Seminars, A masterclass conversation delivered through two consecutive panels exploring the spectrum of creative and authentic Black hair and make-up representation in film, games and television	2023
Participation in Seminars, BAFTA Guru Live: UI Design Best Practices from 1270 games with Edd Coates founder of the Game UI Database	2023
Participation in Seminars, BAFTA Guru Live: Wholesome Games? Who would want that!? panel chaired by James Batchelor, this panel with the makers of Viewfinder, Paper Trail, Five Dates discusses the rise in non-violent games	2023
Participation in Seminars, BAFTA Guru Live: Bringing a Games Character to Life with Samantha Béart, GH Zonana and Kirsty Gillmore	2023
Participation in Seminars, Tracy will share top tricks and techniques, from working a room, to networking as an introvert, to networking online and coming up with a fool-proof 5 step technique that works in any networking situation	2023
Participation in Seminars, BAFTA Guru Live: Best Practice in Running a Studio panel discussion featuring People Makes Games, the IWGB games union, and the acclaimed Dlala Studios and Radical Forge	2023
Participation in Seminars, BAFTA Guru Live: Starting a Career as a Voice Actor in Games panel chaired by Alyx Jones (Silver Script Games) with Caroline Faber (Diablo IV), Ben Starr (Final Fantasy XVI), Anhali Bhimani (Overwatch) and Shai Matheson (Cyberpunk 2077)	2023
Participation in Conference, Ukie at Staffordshire University hosted a free-to-attend conference to learn about careers in games directly from industry professionals	2023
Participation in Consumer show, EGX brings together gamers and exhibitors all under one roof to celebrate the world of gaming	2023
Participation in Conference, Organised on Ada Lovelace Day (first programmer ever) and World Mental Health day focusing on increasing inclusivity and diversity by asking important questions	2023
Participation in Networking event, BAFTA members and per invite only networking event at Piccadilly 195	2023
Participation in Networking event, Unity organised networking event with talks for game developers	2023
Participation in Consumer show, Biggest game related festival in northern England. Supported UAL students with their exhibition as part of Tranzfuser 2023	2023
Participation in Workshop, Online workshop discussing multi platform releases	2023
Participation in Networking event, BAFTA members and per invite only networking event at Piccadilly 195	2023
Participation in Networking event, Join the Video Games Ambassador network for a casual hangout on the beach and cool off with some ice cream on us	2023
Participation in Networking event, BetaJester lunch at Develop to chat about ADHD and the UK Games Industry!	2023
Participation in Networking event, Charity event to support SpecialEffect and network with industry professionals	2023

Participation in Networking event, Grads in Games welcomes industry professionals, games students and educators to join us at Develop:Brighton	2023
Participation in Networking event, Networking event organised by Near Light and NDreams	2023
Participation in Networking event, A charity event for Special Effect with drinks and games by the sea after your day at Develop:Brighton, hosted by Skillsearch and Glowmade!	2023
Participation in Business dinner, Dinner with Laurence Oldham and his Frontier Team, that was also joined by Jagex at VIP Brighton	2023
Participation in Conference, Main Games Development conference in United Kingdom	2023
Participation in Networking event, In-person meeting of GameMaker users	2023
Participation in Networking event, Game Dev Heroes is a celebration of the people behind the scenes of the games industry	2023
Participation in Networking event, IceBreaker in the Metropole Bar sponsored by Arctic7	2023
Participation in Symposium, At those events Unity users connect with community members to share experiences and to inspire new collaborative partnerships	2023
Participation in Exhibition, BAFTA Young Game Designers Showcase of finalists games and concepts from young people aged 10-18	2023
Participation in Exhibition, Gamebridge 2023 is games festival that is specifically aimed at further and higher education students and graduates that are looking for a career in the games industry.	2023
Featuring industry talks, and the opportunity to showcase your work and win over £5,000 of prizes!	
Participation in Conference, The First International Conference on Delivery and Policy of Degree and Higher Apprenticeships is taking place at Staffordshire University: https://www.staffs.ac.uk/events/dpdha-conference	2023
Participation in Exhibition, The CCI Graduate Showcase celebrates works from final year students on BSc (Hons), UAL Apple and UAL Creative Computing Diplomas	2023
Participation in Symposium, The National Videogame Museum and Leeds Trinity University want to know why video games matter to so many people	2023
Participation in Seminars, The games-focused session will feature actors David Menkin and Samantha Béart chatting one-to-one about LGBTQ+ content and talent in games	2023
Participation in Exhibition, Faculty of Creative and Cultural Industries Graduate Showcase 2023	2023
Participation in Exhibition, Exhibition of work developed by ACM game students	2023
Participation in Networking event, The Hub Crawl is back with 'Developers Unite' - networking, knowledge sharing and celebrating success in UK games	2023
Participation in Exhibition, An Animation and Games industry invite-only event to celebrate talented graduating students	2023
Participation in Networking event, Regular meeting of London Indie Developers in North London	2023
Participation in Exhibition, Barclays Games and Creative Team invite you to join them for leading games industry expert panels and exhibitors from Creative UK, local games uni students, mobile games studios, Code Coven and much more.	2023
Joined talks on "What you need to know about AI, IP and the law" as well as "How to decarbonize your studio"	
Participation in Exhibition, Part of Digital Sharks Expo organised at University of Greenwich	2023

Participation in Seminars, BAME in Games (BIG) organised alongside Sports Interactive a panel hosted discussing the importance of cultivating a culturally diverse work environment	2023
Participation in Symposium, Join the first ever UK Games Mental Health Summit for industry professionals held at 195 Piccadilly: an affordable open day full of keynotes, panels, workshops and round tables delivered by industry speakers and mental health clinical consultants	2023
Participation in Workshop, Game Jam organised by University of Greenwich	2023
Participation in Product launch, TIGA has hosted its Further Education (FE) Games Conference 2023, with speakers from industry and academia showcasing excellence and best practice in games education in Further Education (FE) colleges	2023
Participation in Conference, TIGA has hosted its Further Education (FE) Games Conference 2023, with speakers from industry and academia showcasing excellence and best practice in games education in Further Education (FE) colleges	2023
Participation in Networking event, Powered by Keywords Studios. Global, Online @ WIG Hopin Platform allowing to network with vast range of WIG ambassadors and allies	2023
Participation in Seminars, Webinar on Unity Workforce Grant that applies Real-time 3D (RT3D) technology which is transforming the way we work, learn, and socialize	2023
Participation in Social event, As part of the London Games Festival: Open Studios, Payload Studios and the Tentacle Zone Co-working space are opening up their doors!	2023
Participation in Social event, As part of the London Games Festival: Open Studios, Hutch Games talked about their history: 'Top Drives: 5 Years In The Making' as well as permanent 4 day a week work model	2023
Participation in Exhibition, A Festival of Experimental Game Design	2023
Participation in Networking event, In-person meeting of GameMaker users	2023
Participation in Consumer show, W.A.S.D is the number one video games event in the UK for players, developers and students alike	2023
Participation in Exhibition, GDLX featured a variety of indie games, which were available to play, giving attendees the opportunity to discover new and exciting games, and learn more about the developers behind them	2023
Participation in Seminars, UK Games Studio Rare is hiring! Come meet some of the team and find out more about their new paid engineering and art internships!	2022
Participation in Networking event, The Ukie offices was open to members and non-members alike for an informal festive networking event for the games industry	2022
Participation in Exhibition, On Saturday 26 November 2022, IWM will present War Games Live, a half day festival bringing together leading designers, podcasters, musicians and gaming enthusiasts for a series of talks, panels and music – all exploring the phenomenon of conflict-based video games	2022
Participation in Seminars, How to get into the Games Industry 2022 was a games industry recruitment showcase, focused on jobs in and around the UK	2022
Participation in Seminars, BAFTA Guru Live: Reducing your carbon footprint	2022
Participation in Seminars, BAFTA Guru Live: Managing Massively Multiplayer Games: Designing Systems, Infrastructure & Fun with Mediatonic, Space Ape and Creative Assembly	2022
Participation in Seminars, BAFTA Guru Live: Showing up for Success with Lily Woi, Robert Shaw Cameron and Cinzia Musio	2022
Participation in Seminars, BAFTA Guru Live: Dealing with Bullying and Harassment discussing recent allegations and work culture	2022

Participation in Seminars, BAFTA Guru Live: Studio Sustainability: Navigating Funding, Budget, Publishing & Marketing with Nosebleed Interactive, Team Artichoke, HUSKRAFTS and Jam.GG	2022
Participation in Conference, PathfindinGS 2022 conference firmly places a spotlight on the video game industry of the Global South	2022
Participation in Convention, AdventureX is the UK's only convention dedicated to narrative-driven gaming	2022
Participation in Networking event, BAFTA members and per invite only networking event at Piccadilly 195	2022
Participation in Seminars, This session looks at our Game Programmer Apprenticeship, partnered with The Games Assembly. Discover the benefits to your company	2022
Participation in Networking event, IRL is an informal industry get-together, where anyone working in or connected to video game creation is welcome	2022
Participation in Seminars, A decade of ups and downs in game dev with Anna Högberg Jenelius	2022
Participation in Social event, LUCIA LA REZZA, video game music artist performing live	2022
Participation in Business dinner, Dinner after BAFTA Game Masterclass: Returnal	2022
Participation in Workshop, BAFTA presents a headline masterclass on last year's Best Game winner: Returnal	2022
Participation in Networking event, In-person meeting of GameMaker users	2022
Participation in Consumer show, Main Digital Games consumer expo in the UK	2022
Participation in Conference, Industry Conference organised by Women in Games, with series of talks and community engagements	2022
Participation in Fair, Series of events and talks organised by Women In Games	2022
Participation in Consumer show, Insomnia is largest game festival in North of England	2022
Participation in Networking event, Skillsearch organised networking event during Develop 2022	2022
Participation in Business dinner, Dinner with Oliver Twins (Richcast) and Gary Penn (ex-DMA Design)	2022
Participation in Conference, Main Games Development conference in United Kingdom	2022
Participation in Networking event, GameMaker community meeting in London	2022
Participation in Exhibition, Exhibition of BAFTA YGD Finalist with several industry talks	2022
Participation in Exhibition, Barclays Games Frenzy 2022 was to meet and network with their games and e-sports partners, indie developers and games industry bodies that showcased their work	2022
Participation in Networking event, GameMaker community meeting in London	2022
Participation in Exhibition, 4-day online careers festival to help students to get hired in video games	2022
Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK	2022
Participation in Networking event, Bringing together Individual, corporate and education programmes	2022
Participation in Exhibition, Largest digital narrative games festival	2022
Participation in Exhibition, Ukie and Barclays partnered in creating an opportunity for UK Games developers to showcase their games	2022
Participation in Fair, Games Job Fair Spring 2022 is a recruitment, career-building, and networking event bringing together Industry Speakers and 1000+ Talents from around the world!	2022

Participation in Conference, Some of the biggest games universities and studios gathered to network and debate the hot topics in games education and recruitment	2022
Participation in Consumer show, Insomnia is biggest gaming festival in North of England	2022
Participation in Exhibition, A Festival of Experimental Game Design	2022
Participation in Consumer show, W.A.S.D Live is Consumer Show held in Tobacco Docks	2022
Participation in Fair, London Games Festival is the world's biggest celebration of video games and interactive entertainment	2022
Participation in Seminars, A look into the growing trend of peaceful video games that place a greater focus on storytelling, building and exploration	2022
Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK	2022
Participation in Networking event, Platform for women to share their experiences and insights into their worlds of work	2022
Participation in Fair, 4-day online careers festival to help students get hired in video games industry	2022
Participation in Product launch, Town Hall meeting is invitation for organizations and individuals who want to collaborate with Games Careers Week Festival	2022
Participation in Seminars, Online chat with Game Designer and Author Fawzi Mesmar	2022
Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the South of England	2022
Participation in Seminars, A light-hearted and insightful conversation between level designers at all levels of experience, focusing on the beginning of their career and the craft of level design	2021
Participation in Exhibition, An exhibition of the best speakers, panelists, and indie games in the Game Dev London community	2021
Participation in Seminars, Event by The Equity Gaming Project discussing number of topics focused around levelling up and inclusion	2021
Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK	2021
Participation in Exhibition, Online Careers & Networking Expo run by Women in Games	2021
Participation in Conference, Main Games Development conference in United Kingdom	2021
Participation in Conference, Main Digital Games conference in Central and East Europe	2021
Participation in Consumer show, Main Digital Games consumer expo in the UK	2021
Participation in Networking event, The monthly indie pub night is relaxing social with other indie game devs in London	2021
Participation in Networking event, The monthly indie pub night is relaxing social with other indie game devs in London	2021
Participation in Networking event, Online meeting of Game Dev London members	2021
Participation in Conference, Online conference for teachers, discussing benefits of utilization of games and gamification in education	2021
Participation in Networking event, UKIE & Into Games event connecting Educators and Industry, followed up next day with one about Volunteering	2021
Participation in Workshop, Ukie and Into Games, working on behalf of the games sector, has successfully become a gateway partner in the Government's Kickstart Scheme which provides funding to companies taking on young people out of work as a result of the pandemic	2021
Participation in Seminars, Game Academy interviews Dr Richard Bartle - a leading expert in the Massively Multiplayer Online Gaming industry	2021

Participation in Workshop, GitHub and Azure - Effective usage in development process workshop by Microsoft Poland	2021
Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK	2021
Participation in Exhibition, Online showcase by Abertay University	2021
Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK	2021
Participation in Seminars, An Into Games event discussing how best to nurture equality, diversity, and inclusion in the video games industry	2021
Participation in Exhibition, Barclays Games Frenzy 2021 with leading games industry expert panels focusing on Growth and Innovation in the Games and Esports industries	2021
Participation in Seminars, Event by UKIE with a walk through of the Video Game Ambassadors, a free digital platform for connecting educational institutions with the UK games industry	2021
Participation in Exhibition, A Festival of Experimental Game Design	2021
Participation in Seminars, Event by UKIE focusing on raising profile of small and independent developers	2021
Participation in Seminars, Event organized by Games Jobs Live hosting some of the UK's most acclaimed studios, including; Creative Assembly, Ubisoft, Tonic Games, Sumo Digital, Lucid Games, Splash Damage, and Sumo Digital as well as from BAFTA Guru and Tranzfuser	2021
Participation in Workshop, Master of Game Design Series by XReality Los Angeles. Where UX Strategist/Author Celia Hodent was in a chat with NYFA's Scott Rogers as they discussed Hodent's career in gaming and games education	2021
Participation in Product launch, Introductory event to launch of Tranzfuser 2021 - https://tranzfuser.com - in form of group interview where all interested institutions could ask questions freely to former hosts and event organizers UK Games Fund	2021
Participation in Seminars, Part of Elevate online talks series by Game Anglia	2021
Participation in Seminars, Part of Elevate online talks series by Game Anglia	2021
Participation in Seminars, Part of Elevate online talks series by Game Anglia	2021
Participation in Symposium, A celebration of games careers with diversity at its heart involving nationwide events from over 120 organisations aimed at young people, parents, learners, teachers, and job-seekers	2021
Participation in Seminars, Part of Elevate online talks series by Game Anglia	2021
Participation in Workshop, Digital Dragons Conference organised an online workshop on Narrative Design through Zoom platform	2021
Participation in Symposium, Speakers included Barclays, Sugar, Wiggin, S-Tech Insurance, Absolutely Games and Arrogant Pixel	2021
Participation in Workshop, Digital Dragons (2nd major GameDev Conference in Poland) organised an online workshop on Games Design through Zoom platform	2021
Participation in Seminars, Black Game Pros Mixer - Industry speakers offer their advice for the next generation of Black videogame professionals	2020
Participation in Conference, CGC DAPP - Cutting-edge Games Conference	2020
Participation in Seminars, Pow(her)ful Women Webinar 2: Meet Industry Leaders Nicole Pike, Christie St. Martin and Lori Bajorek	2020
Participation in Seminars, Niantic Office Hours: My Journey into AR	2020
Participation in Conference, Games For Impact	2020
Participation in Conference, Ukie Student Conference: Virtual Edition	2020

Participation in Seminars, Video Game Ambassadors - Connecting Educators with the UK Games Industry	2020
Participation in Seminars, Learn the art of esports hosting and presenting from Jess Brohard, Rachel Quirico-Seltzer and Rosemary "Nekkra" Kelley by WIGJ	2020
Participation in Conference, Game Industry Conference 2020	2020
Participation in Exhibition, Games industry recruitment showcase, focused on jobs in and around the UK	2020
Participation in Seminars, Stop Calling Me Murzyn: Blackness and Anti-Racist Action in Poland	2020
Participation in Seminars, Barclays Games and Creative Team invite you to join them for leading games industry expert panels	2020
Participation in Seminars, Digital Dragons Academy: Wstęp do branży gier (Eng: Entry to Games Industry)	2020
Participation in Exhibition, About The Event The Africa Games + Esports Careers Day is a free virtual event focused on educating and exciting Africa's youth about the global games industry	2020
Participation in Conference, Develop: Brighton - the most important conference of the British Games Industry	2020
Participation in Seminars, Rethinking PG Games Pricing - how sustainable pricing be fair for #PGGamers? by Fundamentally Games	2020
Participation in Conference, UK University Diversity in Esports Conference 2020 Event by Women in Games WIGJ	2020
Participation in Seminars, What Worlds World Worlds: Building New Narratives by Supra Systems Studio - Panel discussion on creative practice, narratives, and worlds, with Annie Goh, David King, and Deborah Tchoudjinoff; hosted by Tobias Revell	2020
Participation in Seminars, Join Brenda Romero at 12pm on Tues 15th of Sept to Launch Future Tuesdays by Future Screens NI - Future Tuesdays are back on 15th of September with Brenda Romero to start the new series speaking on "The hidden history of women in tech"	2020
Participation in Seminars, Access to Finance by Ukie - United Kingdom Association for Interactive Entertainment - Come along and learn from industry veterans and finance professionals about access to finance. Discover new ways to finance your games	2020
Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around UK	2020
Participation in Seminars, International Publishers and New Business Models by Payload Studios - Meet 4 exciting international game publishers and learn what new business models excite them? Discover new ways to reach game markets	2020
Participation in Seminars, Understanding The Next Generation Of Gamers by Payload Studios - Key insights in how the next generation of games (10-16 year olds) play games and consume media	2020
Participation in Conference, Game Developers Conference is the biggest game dev industry gathering of professionals from all around the world	2020
Participation in Seminars, Funding Your Game Through The UK Games Fund by Payload Studios - Learn about the UK Games Fund and get valuable insights from two studios who got funded in the past 5 years!	2020
Participation in Seminars, Niantic Office Hours: How to Succeed at Remote Game Development by Niantic Inc. - Remote game development is going mainstream. Join industry pros to discover the processes and principles you need to thrive in this new age	2020
Participation in Seminars, What is LiveOps Anyway? by Fundamentally Games - Getting your game to launch is only the start; this webinar will show what game developers need to consider to manage their game once live	2020

Participation in Seminars, Games industry recruitment showcase, focused on jobs in and around the UK	2020
Participation in Seminars, LUDICIOUS X is the digital version of LUDICIOUS – Zürich Game Festival	2020
Participation in Conference, Digital Games Conference (DGC Dubai) is a leading Games Industry Conference in the MENA Region	2020
Participation in Seminars, Monetization in More than Mobile by PayLoad Studios	2020
Participation in Seminars, Designing a game with modding in mind - Online talk organised by Payload Studios	2020
Participation in Exhibition, A Festival of Experimental Game Design	2020
Participation in Seminars, Publishing Your Game in 2020 and Beyond	2020
Participation in Seminars, Event by Payload Studios focused on Publishing games for industry new comers	2020
Participation in Conference, The conference, is one of several major annual industry events in Wales organised by the award-winning games programme team from Wrexham Glyndwr University	2020
Participation in Networking event, Dev Quest - GameDev networking event hosted by Space Ape	2020
Participation in Networking event, Games For Good - GameDev networking event organised by Space Ape Games	2020
Participation in Seminars, What Video Games Teach Dr Richard Bartle and The Philosophy Foundation - A seminar/networking evening organised by Games Academy	2019
Participation in Conference, Game Industry Conference 2019 is one of the biggest Game orientated conferences in Europe, a must-attend event for anybody involved in game-related business or academia in Eastern and Southern Europe. Representing UAL	2019
Participation in Consumer show, EGX 2019 - One of the biggest game expos in the UK	2019
Participation in Conference, Main Games Development conference in United Kingdom	2019
Participation in Exhibition, A Festival of Experimental Game Design	2019
Participation in Consumer show, EGX Rezzed 2019 - One of the biggest game consumers expos in the UK. Representing UAL	2019
Participation in Social event, Games First London 2019 - Industry only social event. Attended as CEO of Fanotherpg LTD and Games Design lecturer from UAL	2019
Participation in Social event, Global Game Jam 2019 at Goldsmiths - Make a Game in 48h	2019
Participation in Seminars, The BAFTA award-winning game designer and entrepreneur, Brenda Romero, explores games as a powerful tool in teaching difficult subject matters	2019
Participation in Conference, GIC 2018 - Representing UAL at biggest gaming conference in Central and Eastern Europe	2018
Participation in Exhibition, A Festival of Experimental Game Design	2018
Participation in Exhibition, A Festival of Experimental Game Design	2017
Participation in Conference, Game Industry Conference IX - Biggest Game-related events in Central and Eastern Europe	2016
Participation in Exhibition, A Festival of Experimental Game Design	2016
Participation in Conference, VIII Zjazd Twórców Gier - 8th ZTG GameDev Convention in 2015 is the first edition that has been renamed Game Industry Conference. This reflected events constant growth and required a change of leadership, which put me in a consultancy position	2015
Participation in Exhibition, A Festival of Experimental Game Design	2015

Participation in Social event, At Nordic Game Jam 2015 it was announced that the ZTG (Zjazd Twórców Gier) will be renamed to GIC (Game Industry Conference).	2015
Assisting Little Nando (Tough Coded fame) with his presentation "Video game Jockeying Micro-Seminar" and his live VGJ Session. http://www.littlenando.com/	
Participation in Workshop, Global Game Jam 2015 at Google Campus London, due to personal circumstances had to withdraw from competition halfway through and lost the prototype of space economic game I worked on, on my way back	2015
Participation in Workshop, 0h Game Jam, during DST hour shift, we shift clocks backwards, so there's actually 1 hour between 2:00 am and 2:00 am, and on this occasion, we were working on a tram making a 1h journey around the city	2014
Participation in Workshop, Global Game Jam 2014 at Brunel University London, within 48h I have developed a prototype for my final Major Practical - Sjirkles which was remarked as "the best project at this level, I have ever seen" by Justin Parsler then Course Leader of MA Digital Games Theory & Design	2014
Participation in Conference, Game Industry Trends 2012 - Conference in Warsaw about Game Industry Business in Poland and Globally	2012
Participation in Workshop, Global Game Jam 2012 at Qantm College/SAE London, within 48h I have developed or assisted in the development of 5 different games. One of which: Mini Freerunner has won London and Global IGDA Accessibility Challenge with a perfect score	2012
Institutional Reviews and Evaluations	
I was External Panel Member (Academic) alongside David Tait (Industry/Rockstar Games) for University of Staffordshire Games Institute Periodic Review, looking over their whole provision across Bachelors and Masters Courses at this multi-award winning institution, one of largest games education providers worldwide (home to nearly 2000 game-related students), Staffordshire University, United Kingdom	2025
Invited to be part of the DigiPen's Professional Advisory Committee by Rahul Nath (Department Chair, Game Design and Production) for BA in User Experience and Game Design as well as BFA in Digital Art and Animation.	2020-2022
PAC is attended by members of Academia and Industry who are interested in the opportunity to join other community members to offer valuable feedback to program directors about the curricula currently being offered at DigiPen., DigiPen Institute of Technology, Singapore	
Voluntary or Community Activities	
Education / Training, Misk Foundation, Saudi Arabia: Part of a diverse jury body focused on mentoring and judging games for an in-person game jam as part of #gamers8 event in Riyadh, Saudi Arabia	2023
Disability services, SpecialEffect: Learning about fun and inclusion in the lives of physically disabled people by helping them to play video games is an eye-opening experience, that impacts my personal and professional practice	2022-present
Education / Training, Game Dev London: I was supporting Game Dev London in running events in South East London, as well as in creating collaboration between 2024 GDL x Goldsmiths x Uni Jam collab site that was the largest in-person and hybrid site in the world during 2024 Global Game Jam	2021-2024
Education / Training, Unreal Bahrain organized community based Game Jam promoting Game Development for Female and BAME developers from around the world but focusing on the Middle East. My duties as chair are around the administration of the Jury panel that rated the games	2020-2021

Education / Training, London Game Festival, United Kingdom: London Games Festival 2017 - I decided to volunteer and be a steward at two separate events being part of LGF17: - Game Culture Summit at Regents Street Cinema - Dear Esther Live at St John's Church in Hackney	2017
Child / Adolescent services, Oxfam, United Kingdom: Supported local Oxfam Charity shop in High Wycombe and their Manager on Sundays	2016-2019
Alcohol / Drug abuse, Salvation Army Trading Company LTD (SATCoL), United Kingdom: Providing extra support to the Organisations targets as a Volunteer. Providing support as a volunteer to the East Counties area from Oxfordshire to Essex	2016-2018
Education / Training, Clickteam USA LCC: "Czwarta Globalna Wojna PSK" I was a judge, co-organiser and promoter of this nation-wide game jam for the Polish game dev community	2015
Education / Training, CD Projekt Red, Poland: "Trzecia Globalna Wojna PSK" I was a judge, co-organiser and promoter of this nation-wide game jam for the Polish game dev community	2009
Education / Training, Clickteam USA LCC: "Druga Globalna Wojna PSK" I was a judge, co-organiser and promoter of this nation-wide game jam for the Polish game dev community	2007
Education / Training, Clickteam USA LCC: "Pierwsza Globalna Wojna PSK" I was a judge, co-organiser and promoter of this nation-wide game jam for the Polish game dev community	2006

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