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Red Stick Video Game Symposium

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APRIL 28, 2017; 1:00 PM

WHERE: LSU CAMPUS, DIGITAL MEDIA CENTER THEATRE

The Red Stick Video Game Symposium 2017 brings the bleeding edge of the video game industry to the edge of the LSU campus.

Enjoy this day (APRIL 28) filled with industry titans and what's emerging right here in Baton Rouge. Want to crack into the video game industry? Here's your chance.

Register for FREE HERE

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Confirmed Speakers (more to be unveiled soon):

Jeff Skelton, EA

Previously served as technical director on the Frostbite team, EA's world wide internal game engine. Now serves as the primary external contact for technology relations. Over the past 21 years as a software engineer, Jeff has shipped numerous games, both with EA and before, on platforms ranging from the Sega Saturn all the way to the PS4 and Xbox One. Jeff has contributed as an engineer on SSX, NBA Live and NHL to name a few. Jeff has also been heavily involved in new console hardware transition planning and execution all the way back to PSX days.

Scott Mcpherson, amoeba

Specializing in non-traditional utilisation of games-engine-based VR, Scott will include examples and stories of recent VR installations in art galleries, VR theater tours, and the new mixed media project from the amoeba studio: a VR/TV/AR crossover project [The Illuminatus! Trilogy], based on the novels by Robert Anton Wilson and Robert Shea. Full details of the project with video walkthroughs can be found on his website.

Henry LeBounta, Academy Award Nominee

With over 25 years of entertainment experience in games, LeBounta is well accomplished in film visual effects, feature animation and television. He helped bring Skate, Skate 2, NBA Street, Need for Speed, and more to game platforms and Minority Report, A.I., Mission Impossible, The Prince of Egypt, Star Trek VII Generations, Twister, and more to the big screen. Video game industry roles include chief visual officer at Zynga, partner/senior art director at Microsoft Studios, and senior art director for EA. Henry began his career in New York doing animation work for commercials and network television before moving to film visual effects and feature animation. Between his time at PDI/Dreamworks and Industrial Light & Magic, he helped bring numerous blockbusters to life.

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General Schedule

The day starts at 10am with Future Fest, a showcase of student projects and local indie video game production companies from demonstrating a vibrant development culture that is emerging in the region.
At 1pm, we shift to the main theater stage for a series of talks and panel discussion, featuring thought leaders and seasoned veterans from across the continent.
Stick around after the presentations for an informal mix-and-mingle reception with all the speakers and other attendees.

MORE DETAILS HERE: https://redstickfestival.org/