

Game Developer Participants

Harley Baldwin White-Wiedow

<http://www.schellgames.com/about/leadership/>

Harley Baldwin White-Wiedow has worked in the AAA console space for over twenty years, leading game design on titles from Call of Duty to Tomb Raider to Rock Band. She is currently serving as the Vice President of Game Design at Schell Games, an independent game studio in Pittsburgh where she pursues her passion; player-focused games that uplift and empower.

Matt Blumberg

<http://metalab.harvard.edu/people/#fellows>

Matthew Blumberg is founder and executive director of GridRepublic, a nonprofit organization that uses volunteer computing to provide supercomputing resources to public interest research (recently in partnership with Intel as Progress Thru Processors). Matt is currently a fellow at Harvard's Metalab, a research and teaching unit at Harvard University dedicated to exploring and expanding the frontiers of networked culture in the arts and humanities.

Chris Deleon

<http://chrisdeleon.com>

Chris Deleon is a game developer who helps others make games via his training and hobbyist Web site communities. He previously was the creator of Game-A-Day where he built 219 games in a 219 day period while experimenting with a variety of play patterns and specific constraints. Chris also contributed programming and development to Game-O-Matic, a Knight Foundation project designed to turn natural language sentences describing relationships automatically into playable mini-game prototypes that represented the logic and relationships described by everyday people.

David Edery

<http://spryfox.com>

David Edery is founder of SpryFox responsible for hit casual games like TripleTown and teambirds. David was previously Worldwide Games Portfolio Planner, Xbox Live Arcade, Microsoft's digital download games service for its Xbox console. With Ethan Mollick, David wrote Changing the Game, a book that covered how videogames were changing how businesses in general worked, engaged customers, and improved productivity.

Randy Farmer

http://en.wikipedia.org/wiki/Randy_Farmer

Randy Farmer is game developer known for co-creating one of the first graphical online multiplayer worlds, LucasArts' Habitat. He has since gone on to be a major consultant on online communities, and social media for various startups, and Internet giants such as Yahoo!.

Nick Fortugno

http://en.wikipedia.org/wiki/Nicholas_Fortugno

Nick Fortugno is a NYC based game-developer who is the co-founder of PlayMatics a game development firm with a wide range of major-media, and education focused clients . Nick was the designer of the popular game Diner Dash while working at New York based GameLab. Along with Greg Trefry, Nick is also the co-founder of the Come Out & Play Festival which brings together designers with fresh ideas for games we can play outside in the real world.

James Gwertzman

<https://www.playfab.com/about>

James Gwertzman is the founder of PlayFab an online backend, payments, and social infrastructure company for the games industry. Prior to PlayFab, Gwertzman was Director of Business Development at PopCap, the leading casual games company in the videogames industry responsible for major hits such as Bejewelled, Plants vs. Zombies, Feeding Frenzy, and Peggle.

Michelle Menard

<http://artemic.com>

Michelle Menard is an independent game designer who previously worked on large games for Zynga (Frontierville) and Firaxis, makers of Civilization. Michelle is currently the founder of Artemic Games an independent computer and board game developer and consultant based in Maryland.

David Rejeski

<http://www.wilsoncenter.org/staff/david-rejeski>

David Rejeski directs the Science and Technology Innovation Program (STIP). The mission of STIP is to explore the scientific and technological frontier, stimulating discovery and bringing new tools to bear on public policy challenges that emerge as science advances. David is the lead producer of Budget Hero, which for the last two election cycles crowdsourced hundreds of thousands of citizen-designed federal budgets.

Tobi Saulnier

<http://www.1stplayable.com/1st-playable--our-team.html>

Tobi Saulnier is CEO and founder of 1st Playable Productions in Troy, NY. 1st Playable produces games primarily for mobile and handheld platforms focusing on casual gameplay in both entertainment and educational markets. Among their clients are Disney, EDC, Leapfrog, D3 Publisher, and Game Mill. Tobi was formerly the chair of the IGDA, the International Game Developers Association.

Ben Sawyer

<http://www.dmill.com/team.php>

Ben Sawyer is the co-founder of Digitalmill, a games consulting firm based in Portland, Maine. Since beginning his career in game development, Sawyer has pioneered major initiatives in the field of serious games. In 2004, Sawyer also co-founded the Games for Health project, an initiative which has built the primary social and professional networks of the health games industry. Through on-line resources and regular regional and national events, Games for Health connects health professionals, researchers, and game developers in order to advance the development of health games and game technologies.