

CHELSEA RAPP

STUDIO: CEREBRALFIX



Bio & Statement of Intent

Chelsea has been the Chairperson of the New Zealand Game Developers Association since November 2020 and is also the Head of Strategy and Business Development at CerebralFix, a primarily work-for-hire game studio in Christchurch with a client list that includes DreamWorks, Pixar, Disney, and Universal. Having worked in everything from product development and corporate fundraising to cross-functional project planning and government policy, she brings to the New Zealand games industry more than a decade of production, project management, and operations experience.

Since joining the Board, Chelsea has helped to grow sponsorship of the NZGDA by nearly 20%. With the help of the other Board members, she has worked hard to increase the number of webinars, events, and opportunities offered to the membership including the Investor Meet and Greet event (June 2021), the informational webinar on the Screen Industry Workers Bill, the NZGDA proposal for the Digital Industries Transformation Plan, and multiple economic development round tables.

In 2022, she hopes to continue to elevate the position of games and interactive media in the public eye and improve the opportunities available to game developers by 1) continuing to advocate for games with Government and the media, 2) to expand the size and scope of NZGDC to become a more valuable and inclusive space for all who work in games, and 3) to continue to craft programs and offerings that will provide the greatest benefits both professional game developers and to game studios.

Which Officer Roles are you interested in volunteering for?

Chairperson, Vice-Chairperson

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

NZ Game Developers Conference (NZGDC) / Government Advocacy / Diversity, Culture, and Inclusion Initiatives / Social Media, Press, and Public Relations

ANTON MITCHELL

STUDIO: BEYOND



Bio & Statement of Intent

Anton is an entrepreneur, tech aficionado, beard wearer and maker of rad things. He's a huge fan of both virtual and real reality and has 15 years of experience developing creative digital solutions across a range of sectors.

He has spent the last 5 years developing Virtual Reality experiences including digitising New Zealand's Treaty of Waitangi in He Tohu VR, creating NZ's first virtual driving app and for the last 4 years making games at Beyond. He's passionate about growing the immersive tech sector in Aotearoa and support the growth of games.

Which Officer Roles are you interested in volunteering for?

I am not interested in filling an Officer Role

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

NZ Game Developers Conference (NZGDC) / Government Advocacy

JOSHUA FLASH

STUDIO: CEREBRALFIX



Bio & Statement of Intent

Joshua Flash is an irreverent Game Developer on a mission to find a meaning in the Monday. He likes to slow down and be inspired by others. He enjoys the silence and appreciates the noise. He has learned to love the process and see the results that follow. A passionate advocate of self dev, he aims to help others grow into happier, healthier individuals.

Which Officer Roles are you interested in volunteering for?

Chairperson / Vice-Chairperson / Secretary

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

NZ Game Developers Conference (NZGDC) / Kiwi Game Starter (KGS) / NZGDA Mentorship Programme

RAVEN LESTER PAGUIO GARCIA

STUDIO: WICKED ART STUDIOS



Bio & Statement of Intent

Hi, my name is Raven. I am currently working for Spark, and the Community Manager/ Growth Partner for Wicked Art Studios where we are developing the game Shyftrs (2D Hack N Slash Metroidvania). I can help grow the community strategy as I helped with various social media campaigns (Ru4NS, FritzPlace, and Shyftrs). I am also currently assisting a couple of YT pages that so far generated 500% in subs count in 30days.

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Chairperson / Vice-Chairperson / Secretary

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

NZ Game Developers Conference (NZGDC) / Kiwi Game Starter (KGS) / NZGDA Mentorship Programme / Regional Meetup Outreach & Support / Government Advocacy / Diversity, Culture, and Inclusion Initiatives / Social Media, Press, and Public Relations

STEPHEN KNIGHTLY

STUDIO: ROCKETWERKZ



Which Officer Roles are you interested in volunteering for?

I am not interested in filling an Officer Role

Bio & Statement of Intent

Stephen is Chief Operating Officer of game studio RocketWerkz. He is a former chairperson of the NZGDA and over the past 10 years has helped organise NZGDC, KiwiGameStarter, Global Game Jam, GDC Scholarships, NZ Game Industry Survey and the Auckland GameDev meetups.

His current focus for the NZGDA is on coordinating Government support for the sector. He edited the NZGDA's 2019 Interactive Aotearoa research report and is on the Advisory Board for the Government's Digital Technology Industry Transformation Plan, the Steering Group for creative industries coalition WeCreate and Auckland Council's Create Auckland advisory group. He previously worked with NZ Film Commission and NZ On Air on their interactive media funds.

Stephen also has an interest in serious and educational games. As Managing Director of InGame his team made games for Civil Defence, ACC, University of Auckland, NZ Fire and Emergency, Dairy NZ and he has spoken on educational games at TEDXAuckland, ULearn and other conferences.

He has been a mentor for the Lightning Lab accelerator programme, Startup Weekend and the Kiwi Game Starter; and worked in marketing and PR for Xbox, MTV Games, Grinding Gear Games, Microsoft, Facebook, IBM, University of Waikato and many tech startups.

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

Government Advocacy

JEASY SEHGAL

STUDIO: GRAPHIC MONK
PRODUCTIONS



Which Officer Roles are you
interested in volunteering for?

Chairperson / Vice-Chairperson

Bio & Statement of Intent

Jeasy Sehgal, is an Emerging Technology evangelist in Film, Motion Capture, AR/VR/MR, Animation, Game Development. Experienced Founder with a demonstrated history of working in the design industry. Multi-Talented Creative with a recent Diploma in Film and Television focused in Post Production from South Seas Film & Television School. Industry Best Practice Certification from Weta Group Park Road Post Production.

Currently pursuing my Master in Technological Futures

Jeasy Sehgal is the founder of Graphic Monk Ltd., a multi-disciplinary Production House with multiple brands incorporated under the umbrella, Imperial Swords, The Imperial School of Swordsmanship, Dynakinetix: Motion Capture.

Jeasy has recently spearheaded New Zealand's first Industry-specific, Internationally Accredited training center: Virtual Production Dojo to help upskill and train industry professionals and new talent (Rangatahi) in the emerging technology industry of Virtual Production with a skill cross over between Cinematography and Gamification.

Jeasy Sehgal has demonstrated experience in bringing together specialized top-tier talent and producing groundbreaking creative content for large-scale entertainment, advertising, new product development, gaming, internet, and interactive projects.

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

NZGDA Mentorship Programme / Diversity, Culture, and Inclusion Initiatives / Other: Diversity in emerging technology careers and industry skill crossovers.

LANCE BURGESS

STUDIO: PIKPOK



Bio & Statement of Intent

I have 24 years game development industry experience, am on the current board and I would like to lead the restructuring of the NZGDA to its conclusion.

Which Officer Roles are you interested in volunteering for?

Treasurer

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

Government Advocacy / Finances

CARL LEDUCQ

STUDIO: ROCKETWERKZ



Bio & Statement of Intent

In 2021, Carl sat on the board of the NZGDA and helped bring to fruition many of the Boards Strategic Goals. If he gets voted in this round, he will do the same and more in 2022.

This year, Carl was responsible for curating the monthly newsletter which includes the latest news, events, jobs & content in the NZ games industry. This alone has given him the ability to keep his finger on the pulse of all activities happening in the community and be a trust-worthy source and contact between the board and the community. On top of that he helps manage the communications for the NZGDA on all platforms, including Twitter, Facebook, YouTube, Instagram, Slack and more. With a keen interest in social media, Carl will continue to create processes for better communication and continue to distribute valuable content to the community through talks, webinars, events & more.

Carl was one of the key organizers of 2 of NZGDAs biggest initiatives of the year, Kiwi Game Starter and NZGDC21. For KGS he helped host the announcement live stream, conducted interviews with the winners, helped with the branding/marketing and more. For NZGDC he helped bring the event to life through general event management, managing the social media, recording of the talks, the highlight video, photos and more. Other than the main events, Carl helped with general communication throughout the NZGDA and supported in areas to do with organizing events, supporting with government initiatives, educational programs and more.

As a career, Carl is currently working as a Production Coordinator at Rocketwerkz in Auckland, developing Icarus. In the past he has worked at Weta Workshop and Gameloft Auckland working from QA to Production. On the side he is exploring Indie projects as well as producing his weekly podcast 'Zero to play' where he interviews game developers from around New Zealand and abroad.

Friendly, responsive and hard-working, If Carl gets voted to be on the board in 2022 he will bring the same amount of passion and focus to the association building on all the lessons he has learned throughout the past year.

Which Officer Roles are you interested in volunteering for?

Chairperson / Vice-Chairperson

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

NZ Game Developers Conference (NZGDC) / Kiwi Game Starter (KGS) / NZGDA Mentorship Programme / Regional Meetup Outreach & Support / Government Advocacy / Diversity, Culture, and Inclusion Initiatives / Social Media, Press, and Public Relations / Other: All of the above, and more!

KHAN

COMPANY: GAMERS BATTLE ARENA

NO
PHOTO

Bio & Statement of Intent

Khan is the owner of Gamers Battle Arena Limited, an Esports provider based out of New Zealand dedicated to the public and supporting the growth of the gaming industry. Khan supports streamers/influencers and gaming communities in NZ particularly as he sees them to be the essential element needed to establish a thriving industry for Aotearoa

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Chairperson / Vice-Chairperson

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BEN KENOBI

STUDIO: ARA JOURNEYS



Bio & Statement of Intent

Ben has served on the NZGDA Board for many years, including last year, and served as chair for one term. He has previously organized of the AKLgamedev Meetups, NZGDC over several years and is the current nationwide coordinator for Kiwijam.

Recent NZGDA Board achievements include coordination of the successful Disinformation Gamejam funding grant.

Ben is now general manager of digital operations and product manager for ARA Journeys.

Graduating from The University of Auckland with a Bachelor of Architectural Studies, Ben went on to complete a Masters of Art & Design in the area of computer game environment and narrative design with AUT University.

He has created, developed and taught on computer game, architecture, drawing, digital and spatial design courses at Unitec, AUT and The University of Auckland. After completing a Masters in Art and Design in the area of game environment design and story implementation he worked for 2 years as a game designer at Gameloft Auckland.

Which Officer Roles are you interested in volunteering for?

I am not interested in filling an Officer Role

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

NZ Game Developers Conference (NZGDC) / Regional Meetup Outreach & Support / Diversity, Culture, and Inclusion Initiatives

MEAD ROBERTSON

STUDIO: PIKPOK



Which Officer Roles are you interested in volunteering for?

I am not interested in filling an Officer Role

Bio & Statement of Intent

Mead has been a QA Tester at Pikpok for two years, and has been involved in the New Zealand games community for six years. As a younger member of the community, she is a big supporter of helping students get into the industry, and has assisted with game dev workshops at both Victoria and Massey Universities, as well as provided high school outreach.

As a NZGDA board member in 2021, Mead was the conference director for NZGDC, and hopes to use the learning experiences from that to create an even better conference in 2022. In the past she has also used her position to help promote independent studios and developers. Since 2019 she has organised and ran booths for NZ game developers to showcase their work at the Armageddon Expos in Wellington, Christchurch, Tauranga, and Auckland.

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

NZ Game Developers Conference (NZGDC) / Kiwi Game Starter (KGS) / NZGDA Mentorship Programme / Regional Meetup Outreach & Support

MARK BARRETT

STUDIO: WARGAMING SYDNEY



Bio & Statement of Intent

Mark Barrett is a software engineer based in Wellington with 18 years' experience, 13 of those in gamedev and seven with PikPok. He's worked for Amazon in their devices division and in the serious games space for a healthcare startup in the US. He now works in Wellington for Wargaming Sydney, managing a feature team on a AAA PC/console title.

If elected, three areas of focus for Mark would be:

- Diversity in the industry, with a focus on education and outreach. The opportunity presented by gamedev, to provide well-paying, high-tech jobs with a relatively low barrier to entry, should be communicated to secondary-level students by industry volunteers through mechanisms like Hour of Code and furthering the NZGDA mentorship scheme. Long-term diversity initiatives like this are perfect for facilitation by the NZGDA, as they benefit the whole industry but extend past the standard timeframes of most employers.
- Industry integration with government. Mark has personal ties to the government and public sector. He would leverage those ties in trying to help find practical, feasible ways to have the government support the gamedev industry, as well as adjacent spaces like serious games.
- Gathering and communication of data. The existing industry survey is a good starting point, but Mark is keen to widen its focus to include more worker experiences. He would also like to collect and publish as much data as possible: on diversity, on compensation, on customers. The NZGDA can become a repository of data that's useful for New Zealand workers and companies of all sizes.

The NZGDA is a great resource that helps the New Zealand games industry in manifold ways. Mark would be honoured to be entrusted with continuing its efforts as the industry expands into greater cultural and professional relevance, and grapples with inevitable technological disruptions.

Which Officer Roles are you interested in volunteering for?

Treasurer

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

NZ Game Developers Conference (NZGDC) / NZGDA Mentorship Programme / Regional Meetup Outreach & Support / Government Advocacy / Diversity, Culture, and Inclusion Initiatives

RACHEL COPP

STUDIO: ROCKETWERKZ



Which Officer Roles are you interested in volunteering for?

Vice-Chairperson

Bio & Statement of Intent

Rachel's first job in games was as a retail assistant in 1999 at Central Park Interactive in Wellington. She spent her days helping mums choose games for birthday presents while sneaking time playing HalfLife, Zelda, Colin Mcrae Rally and Tenchu.

Fast forward a few years and she is now a senior producer at Rocketwerkz making the games like she used to play. In between here and there, she has worked mainly in 3D and VFX and made everything from TVC's and film to TV series like Ash vs Evil Dead and Games.

Rachel is currently a Women in Games Ambassador, helping to foster networking and mentorship by running meetups and for the past two years she has served on the Visual Effects Society (VES) board where she is the outreach and events officer.

Joining the board will give Rachel the opportunity to bring all these organizations together to make a stronger community.

Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?

NZGDA Mentorship Programme / Regional Meetup Outreach & Support

HANNAH MACKINTOSH

STUDIO: CEREBRALFIX



Bio & Statement of Intent

Hannah is an artist working at the Christchurch Studio CerebralFix and has been involved in the local community through the Christchurch Game Developers and the NZGDA in previous years.

Hannah would be focusing on helping to run the NZGDC conference again for 2022 as well as diversity, culture and inclusion initiatives throughout the year.

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LUCAS HALEY

COMPANY: MASSEY UNIVERSITY



Bio & Statement of Intent

Lucas is a Senior Lecturer in Game Development with over twenty years experience in the fields of animation and game dev. He is an advocate for new and emerging talent and for creating opportunities, avenues for learning, and healthy, respectful environments.

He served on the NZGDC Board in 2021, and seeks redemption.

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DMITRY NOVIKOV

STUDIO: PIKPOK



Bio & Statement of Intent

My name is Dmitry Novikov and I was born in Saint-Petersburg, Russia in 1982 but moved to New Zealand in 2010.

I've been working as a sound designer and dialogue editor on international and indie feature films, television series and documentaries. I won the award for the best sound design for the short film 'Zealandia' at LA Short Film Fest 2020.

I joined PikPok at the beginning of 2021 and have been working on the 'Agent Intercept' and the other company's titles as an experienced audio designer.

Sound is my passion. Since I remember myself I was always attracted to the sound, be it music, films, games or sounds of the world that surrounds us. Sound for me is a huge universe with many different worlds. My favourite worlds are sound for games and audio post-production. The marriage between latest tech and sound fascinates me with its emotional depth and technological complexity.

I would like to join NZGDA in order to champion sound for games within the game industry/ community as well as the wider public. This will include organising workshops and sharing my knowledge; getting in touch with the colleagues overseas and organising online events where they can share their knowledge with NZ game industry professionals etc.

I would like to also be proactive in other NZGDA programmes.

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