

# VALKYRIE CAIN



**MAJOR STUDIO CANDIDATE**  
**STUDIO: NINJA KIWI**

## **Which Officer Roles are you interested in volunteering for?**

None

## **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, Diversity, Culture, and Inclusion Initiatives, Nz-wide studio connection and collaboration

## **Bio & Statement of Intent**

Valkyrie is a Production Lead for Ninja Kiwi.

She rang their doorbell 7 years ago and landed a community management role, then shifted into programming once she earned her Computer Science degree at AUT. This role evolved over the years as she hit her stride as an interdisciplinary bridge with a passion for thorough and well-formatted documentation.

Valkyrie's lifelong love for games is unquantifiable - unlike the number of Cow Level casualties, deleted Sims pool ladders, smelted iron bars, or sleepless nights of raiding. She strongly believes that games and the industry hold significant potential to change lives for the better.

Given the opportunity to join the board, Valkyrie would focus her efforts on bolstering Women in Games and mentorship initiatives, fostering collaboration with game makers across New Zealand, and finding opportunities to advocate for diversity and mental health.

# MARK BARRETT



**MAJOR STUDIO CANDIDATE**  
**STUDIO: WETA WORKSHOP**

## **Which Officer Roles are you interested in volunteering for?**

None

## **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, Social Media, Press, and Public Relations

## **Bio & Statement of Intent**

Mark Barrett is a software engineer based in Wellington working for Wētā Workshop in their Interactive division as a software line manager on a Middle-earth title. He has 20 years of software experience, 15 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.

If elected, areas of focus for Mark would be:

- 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 all through the country by industry volunteers through mechanisms like Hour of Code and the NZGDA mentorship scheme. Long-term growth and diversity initiatives like this are ideal for the NZGDA to facilitate, as they benefit the whole industry but extend past the timeframes of most employers.
- Increasing the regularity of comms from the NZGDA. The membership of the NZGDA is a great resource, and increasing engagement with it will open up further opportunities.

The NZGDA is a great resource that helps the New Zealand games industry in many 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 disruptions.

# LANCE BURGESS



**MAJOR STUDIO CANDIDATE**  
**STUDIO: PIKPOK**

## **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) / Kiwi Game Starter (KGS) / NZGDA Mentorship Programme

## **Bio & Statement of Intent**

I have 24 years game development industry experience, including financial management roles since the early days of the New Zealand game industry. I have served on the NZGDA board for the past two years and have played a significant role in its recent restructuring. I am eager to see this effort to its conclusion and ensure that NZGDA continues to maintain its high standard of fiscal management.

# DAVE OSHRY



**INDIE STUDIO CANDIDATE**  
**STUDIO: NEW BLOOD INTERACTIVE**

## **Which Officer Roles are you interested in volunteering for?**

None

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

NZ Game Developers Conference (NZGDC), Kiwi Game Starter (KGS), Regional Meetup Outreach & Support, Social Media, Press, and Public Relations, Made in NZ Sales

## **Bio & Statement of Intent**

Dave Oshry is the head of New Blood Interactive and one of the most prominent independent game development CEOs working in the industry today. Known for the string of best selling, top rated indie hits DUSK, AMID EVIL, ULTRAKILL, Gloomwood and FAITH, Dave relocated to New Zealand from the US in 2019 and became a permanent resident in 2022. Currently based in Dunedin (and a DGDA Board member) He was instrumental in putting together and running the wildly successful "Games Made in New Zealand" Steam Event that brought together over 75 games from nearly every development studio in Aotearoa. Proving that there is nobody better to represent the independent game development scene for the NZGDA. Dave will no doubt continue to raise the awareness of independent NZ games and their developers to ensure their success today, tomorrow and maybe even the day after that.

# AMY MINTY



**INDIE STUDIO CANDIDATE**  
**STUDIO: BEYOND**

## **Which Officer Roles are you interested in volunteering for?**

None

## **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

## **Bio & Statement of Intent**

Amy Minty is the Head of Marketing at Wellington's premier Virtual Worlds Venture Studio, Beyond. She specialises in entertainment technology and has over 15 years of experience in creative studio environments across gaming and VR, film, VFX, architecture, and design.

Amy is proud of everything the New Zealand Games Industry has achieved to date and is eager to champion and support it further through the NZGDA. She is particularly well-versed in organising and participating in large industry events and will bring that experience to the NZGDC. For instance, she was the organiser of the AnimFX Weta Digital day in Wellington and has been a significant contributor to many large international conferences, including SIGGRAPH.

Before working at Beyond, Amy was the Senior Marketing Manager at Wētā FX, one of the world's leading VFX studios. Her fundamental role was to oversee the marketing team's efforts in championing the company and its expertise and developing strategic marketing campaigns.

As a member of the NZGDA, Amy will use her marketing and communication skill set to support the organisation's efforts in growing and promoting the industry. Her direct experience spans the many facets of brand and marketing management, including content creation, advertising, design, awards submissions, thought leadership, written communications, media relations, event management, social media, web development, and sponsorship.

# SHAUN GEAR



**GENERAL CATEGORY CANDIDATE**  
**MINISTRY OF EDUCATION**

## **Which Officer Roles are you interested in volunteering for?**

None

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

NZ Game Developers Conference (NZGDC), Diversity, Culture, and Inclusion Initiatives, Education pathways and pathways into the Games Industry.

## **Bio & Statement of Intent**

Shaun lives in Tāmaki Makarau with his wife and 4 children and current works at the Ministry of Education. Shaun has over 15 years experience working across the Education System focused on supporting tamariki and rangatahi discover, explore and connect with the future of work. Shaun co-founded Get into Games Aotearoa two years ago in partnership with the Digital Natives Academy. Get into Games is a Aotearoa wide initiative which connects and inspires ākonga (learners) from every background to discover pathways into creative and digital tech in one of Aotearoa's fastest growing creative industries – video games. To date the initiative has seen over 21K tamariki and rangatahi participate during the week long sessions. Shaun passion is to see more Māori, Pacific and young women enter into the Games Industry, and to support the Industry to improve engagement with Education, including with schools and Tertiary providers.

# JOSHUA JIMENEZ



**GENERAL CATEGORY CANDIDATE**  
**AKL GAME DEV MEETUP GROUP**

## **Which Officer Roles are you interested in volunteering for?**

Vice-Chairperson, Secretary

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

NZ Game Developers Conference (NZGDC), Diversity, Culture, and Inclusion Initiatives, Education pathways and pathways into the Games Industry.

## **Bio & Statement of Intent**

Joshua helps run events within the Auckland Game Development community, with events such as Kiwijam, the AKLGameDev Meetups and the University of Auckland Game Developer Guild.

Joshua spends his energy cultivating a supportive creative community and, as during his term with the NZGDA, would love to further develop the NZGDA's connections with the Southeast Asian market and help create more events that promote gaming and game development.

When he's not involved in game development, Joshua works in the IT Industry by day and make new connections with people from the IT and Creative spaces in his spare time, whilst drinking coffee.

**MIKE  
KANARA**

NO  
PHOTO

**GENERAL CATEGORY CANDIDATE  
GAME DEVELOPER**

**Which Officer Roles are you interested in volunteering for?**

None

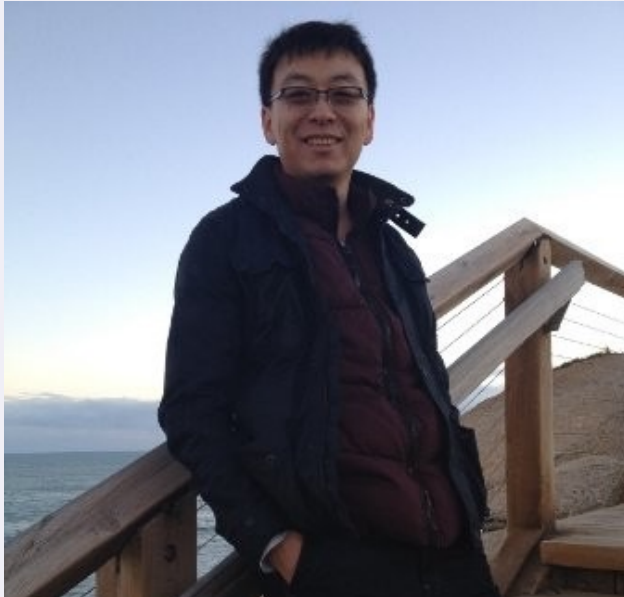
**Which NZGDA programmes and initiatives are you most interested in leading and/or contributing to?**

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

**Bio & Statement of Intent**

I can be an asset to nzgda and would like to help

# XIAOFENG WANG



**GENERAL CATEGORY CANDIDATE**  
**GAMES INDUSTRY RESOURCE**  
**SOURCER FOR LINGXI GAMES CHINA**

## **Which Officer Roles are you interested in volunteering for?**

None

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

Other: Connecting NZ games industry with China games industry, and assist potential candidates to discover business opportunities in China's electronic games market and establish co-operations with China games industry.

## **Bio & Statement of Intent**

Xiaofeng is a senior electronic games enthusiast. He first met ""Double Dragon"" in 1988, and after that, he couldn't stop playing electronic games for the rest of his life.

He had his first gaming console ""Nintendo Family Computer"" in 1989, and first came into contact with PC games in 1990. He has played many electronic games across different gaming platforms in his 35 years of gaming play life. From ""Contra"" to ""Call of duty"", from ""Need For Speed"" to ""FORZA"", from ""Command & Conquer"" to ""Age of Empires"", ""Diablo"", ""Heroes of Might and Magic"", ""World of Warcraft"", ""Total War"", ""War Thunder"" and the list goes on and on. He couldn't stop to name all those great games he had spent time with.

He had his bachelor's degree in Multimedia studies from the University of South Australia and a master's degree from AUT. He is a certified PRINCE2 Practitioner and Agile Practitioner. He has 14 years of experience in project management across different sectors and 10 years of experience in cross-border commerce & business between Australia, New Zealand and China. He has built a close relationship with LINGXI Games, a prominent mobile games operating company in China. He is entitled to discover, introduce and establish games industry opportunities for LINGXI Games from Australasia. He is willing to assist New Zealand local studios in discovering and establishing potential business opportunities in China market.

LINGXI Games is engaged in developing, distributing and operating mobile games. It is dedicated to delivering high-quality games and building a professional service platform for gamers. LINGXI Games became an independent business of Alibaba Group in 2020. It is the China region operator for ""Asphalt 9"" from GAMELOFT and ""Three Kingdoms: Strategy Edition"" from KOEI TECMO.

# GUILLAUME CLIN



**GENERAL CATEGORY CANDIDATE**  
**TRIMBLE**

## **Which Officer Roles are you interested in volunteering for?**

None

## **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

## **Bio & Statement of Intent**

Gaming is at the heart of some of the most advanced technology worldwide for simple reasons: it's fun, brings communities together, helps people learn and share knowledge. It has a great gratification and rewarding aspect.

Guillaume has seen both sides of the community as a gamer and, more recently, spends some of his time as a new-product game lead. He is a vivid enthusiast about emerging technology and the potential that gaming can deliver to other industries (construction, manufacturing, safety, education...). Guillaume has been working for over 10 years in New Zealand as a land surveyor and, more recently, as a technologist enthusiast at Trimble.

His campaign is to support the New Zealand community and want to join some of the most extraordinary Quest the NZGDA is leading.

# RICHARD JANSEN



**GENERAL CATEGORY CANDIDATE**  
**NZTE**

## **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), Government Advocacy, Creating gaming investment opportunities - Investment NZGDA event

## **Bio & Statement of Intent**

He was born and raised in South Africa and made NZ his home for the past 4 years. Over the years, he's been studying and working to gain as much experience as possible within the financial sector. He has learned that he's extremely dedicated, hardworking, and enthusiastic about investing and that he thoroughly enjoys working in a team environment. In spite of this, he is still passionate about gaming and has enjoyed every moment of it since he got his first PS2. Thanks to his passion, he's been placed as the lead investment analyst within the gaming sector at NZTE. Ultimately, he believes this sector needs to attract passionate "gamers" investors to thrive. Organizing events where gamers and investors can meet more frequently will not only educate interested investors but will also encourage more developers to take the risk, knowing that there is capital available. He believes that he could get that ball rolling into the right direction.