LEVEL UP KL 2025

CONFERENCE AGENDA

7 Oct - 8 Oct 2025

	7 Oct 2025 (Tuesday)		
Time	Track 1 (Nexus 3)	Track 2 (Spectrum & Prism)	Track 3 (Continuum)
9:30 AM - 10:15 AM	**Arrival of VIPs and Guests** **Welcome Remarks**		
	LEVEL UP KL 2025 Opening Ceremony **Photo Opportunity** **VIP Walkabout**		
	Tea Break		
10:30 AM	**From Call of Duty to Indie: A Journey of Persistent Reinvention** **Dan Bunting**, Venture Partner, 1AM Gaming		
11:30 AM	**Embracing the Chaos : A Bottom-Up Approach to Game Development** **Mohan Low**, Studio Head Malaysia and Strategic Developments Asia, Larian Studios	**Tips for Successfully Collaborating with Japanese Companies** **Riki Kataoka**, Producer, Kojima Productions	**Indie Without Borders: Growth Strategies for Small Studios** **Juliana Brito**, CEO, Indie Hero
12:30 PM	Tea Break		

Time			
2:00 PM	**The Importance Of Sound To PlayStation** **Hasnul Hadi Samsudin**, Head of Studio, PlayStation Studios Malaysia - M **Phil Kovats**, Senior Director of PlayStation Studios Sound **Jeremie Voillot**, Director of Sound Design, PlayStation Studios Sound **Leilani Ramirez**, Director of Dialogue, PlayStation Studios Sound	**Behind the Code: Insights for Southeast Asia's Game Programmers** **Mike Samsonov**, Senior Technical Director Asia, Virtuos	**Experience Sharing as an Indie Studio Launching Our First IP UNYIELDER** **Abizer Imran**, CEO, TrueWorld Studios
3:00 PM	**Beautiful Portfolio, Unusable Art (Vol 2)** **Alitt Khaliq**, CEO, Albrite Studio - M **Darek Zabrocki**, Concept Designer, Darek Zabrocki Studio **Johnson Ting**, Director, Bear Down Studios	**One Region, One Voice: Taking Southeast Asia's Games Global** **Amir Azlan Sapuan**, Head of Games, MDEC - (M) **Don Baey**, Chairperson, Singapore Games Association (SGGA) **Adam Ardisasmita**, Advisor, Asosiasi Game Indonesia (AGI) **Alexis Geronga**, Game Developer Association of the Philippines (GDAP) **Saranpat Sereewiwattana**, Vice President, Thai Game Software Industry Association (TGA)	**From Indie to Global: Strategies for International Market Entry** **Kenn Leandre**, Founder, CEO Kakuchopurei Sdn Bhd - M **Vladislav Tsopljak**, Founder CCO, Neon Doctrine **Patrick Johnson**, Head of Discovery, Playstack **James Chan**, General Manager of Asia, RocketRide Games
4:00 PM	Tea Break		
4:15 PM	**From Surviving to Thriving: Indies & Mid-Tiers in 2025** **Justin Berenbaum**, SVP Global Industry Relations, Funding GM, Xsolla	**Invisible AI: Practical Tools for Production** **Joshua Axner**, CEO, Gimbal Zen **Aaron Lemay**, Sr. Director of AI Solutions - Gaming, TransPerfect	**Queens of the Game: Honoring Women's Impact and Vision** **Sophie Azlan**, Council Member, OutCrowd Malaysia - M **Ili Akmal Isa Khalib**, Concept Artist, Ten Ten Studios **Sylvia Yap Suet Yeng**, VFX Artist, Metronomik **Elaine Chern**, Art Producer, Hidden Chest Studio

5:15 PM		**Business Development in a Turbulent Gaming Industry** **Philip Morris**, Head of Business Development, BisectHosting	
6:30 PM	**SEA Game Awards 2025 Ceremony**		

Time	8 Oct 2025 (Wednesday)		
	Track 1 (Nexus 3)	Track 2 (Spectrum & Prism)	Track 3 (Continuum)
9:30 AM	**Turn Creative Dreams into Studio Success: Business Fundamentals Every Game Developer Must Know** **Prof. Mike Fischer**, Professor of Interactive Media, University of Southern California	**Navigating External Development in Today's Climate** **Shiew Yeu Loh**, Senior Outsourcing Art Manager, Riot Games	**Girls Make Games: Changing the World One Pixel at a Time** **Laila Sabir**,Founder & CEO, Girls Make Games
	Tea Break		
10:45 AM	**Sequel Speedway: What No Straight Roads Taught Us About Making NSR2** **Wan Hazmer**, CEO & Game Director, Metronomik **Idir Alexandar**, Executive Producer, Metronomik **Syed Hafiz**, Technical Artist, Metronomik Xen, Game Designer, Metronomik	**Developing "Rust Console Edition" for Next-Gen Consoles: Ocean Procedural Rendering** **Oo Jin Heng**, Senior Programmer. Double Eleven Malaysia **Teoh Tze Chian**, Senior Programmer, Double Eleven Malaysia **Chan Pei Keong**, Programmer, Double Eleven Malaysia	**To Stun, Stagger, and More!** **Tinko Wiezorrek**, Freelance Technical Designer & Lead Character Artist, Keen Games GMBH
11:45 AM	**What makes you "YOU"?** **Darek Zabrocki**, Concept Designer, Darek Zabrocki Studio	**Rise of Global South** **Richard Cheah**, Managing Director, Streamline Studios Malaysia **Alex Fernandez**, CEO, Streamline Studios **Idir Alexander Ould Braham**, Executive Producer, Metronomik **Raquel Gontijo**, Head of Institutional and Governmental Affairs, Abragames	**Don't Do What I Did (Unless You Want to Make Games)** **Leo Aveiro**, CEO, Separuh Interactive
12:45 PM	Tea Break		

2:00 PM	**Fueling Creativity: Navigating Funding and Publishing Pathways for Game Studios** **Mohan Low**, Studio Head Malaysia and Strategic Developments Asia, Larian Studios - M **Dan Bunting**, Venture Partner, 1AM Gaming **Glenn Wang**, VP Asia Publishing & Global Business Development, Curve Games **Amir Azlan Sapuan**, Head of Games, Malaysia Digital Economy Corporation (MDEC)	**Leveraging Houdini for Smarter Game Pipelines** **Adam Lee**, Houdini Technical Consultant, SideFX Asia Pacific **Harnessing Procedural Power: Houdini + Unreal Engine for Real-Time Creation** **Douglas Leong**, Founder and Director, Radiance60	**Expressive Motion, Embracing Tech** **Gerald Yong**, Narrative Designer, Albrite Studios Iurii Kordas, Motion Capture Supervisor, Pixljaya Studio
3:00 PM	**Game Education For The Next Generation : Technology, Pedagogy & Psychology** **Bazil Akmal Bidin**, Senior Manager, Studio Operations & Development, PlayStation Studio Malaysia - M **Francisco Maruli Panggabean**, Deputy Head of Program Game Application and Technology, BINUS University, Indonesia **Dr Ike Tan**, Head of School of Computing, Asia Pacific University of Technology and Innovation **Jeff Sandhu**, CEO, Sunway FutureX DI / 42 Malaysia	**Unreal Awaits: Moving your Sequel to Unreal Engine** **Jack Condon**, Senior Software Engineer, Epic Games	**Between the Lines: Unpacking Everyday Bias and Expectations for Women at Work** **Shiew Yeu Loh**, Senior Outsourcing Manager, Riot Games **Alice Davis**, Lead Outsourcing Manager, ZeniMax Online Studios **Suan Goh**, Co-Founder, CtrlD Studio **Alexis Geronga**, Director of Business Development, GameOps Inc **Edaline Spykerman**, Head of Production, Vertic Studios
	Tea Break		

4:15 PM	**How Gaming Will Fix Everything by 2045** **Henk Rogers**, Chairman of the Board, The Tetris Company, Blue Planet Alliance	
5:30 PM	**Closing Ceremony**	
7:00 PM	**Networking Night**	