YWCA SHE LEADS High Conference 2018

Connecting the Dots: Explore your way through STEM and Leadership
Friday 1st June 2018
Bonython Hall, The University of Adelaide

PRESENTATION & SPEAKER INFORMATION

WORKSHOP 1 & 2

Who wants to build an online game?

Workshop 1

There is more to developing an app/game than just the technical coding aspect. There is design, marketing, communications, sales, costuming, idea generation, project management plus heaps heaps more. During this workshop you will get a chance to discover what actually goes into creating, developing and delivering an online app/game with people who do this every day. The awesome team from Mighty Kingdom will walk you through all the steps, so get on board and bring your interest areas to the team to make a SHE Leads High app/game.

Workshop 2

This will be an awesome opportunity for participants to learn coding from some of the best South Australia and the world has to offer. Using Unity, the Mighty Kingdom programmers will help you develop a program of your own. This workshop will be limited to 30

The following members of the Mighty Kingdom team will present these two workshops.

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Hannah Murdoch, Producer – Hannah Murdoch is a Producer with 10 years' experience working in eLearning, games, animation and VFX. Working with passionate, talented creatives and helping to bring together brilliant work is what Hannah thrives on. She joined Mighty Kingdom in 2015 to produce Shopkins World, a wildly successful mobile free-to-play title aimed at 6-8 year olds. As well as producing Shopkins products, Hannah is an active driver of the business development, hiring and internal operations of Mighty Kingdom.

Sabrina Scalfari, Producer – Sabrina Scalfari has over ten years' experience as a Producer at Award Winning VFX/Animation studios in Toronto, London and Australia. Managing the logistics for projects with eye watering budgets and the support of teams ranging from 30-200 people strong, Sabrina brings a wealth of knowledge in the budgeting, scheduling and execution of day-to-day functions to Mighty Kingdom - she can't help herself, she loves spreadsheets.

Keachie Manalastas, UI/Concept Artist – After living in Japan for 10 years, Keachie Manalastas made her way to Australia, completing a (degree?) in Graphic Design at UniSA. An exceptional illustrator, Keachie grew up watching Nickelodeon and Cartoon Network, the inspiration for her quirky and creative pieces. After freelancing with various companies and independent brands, Keachie now mixes her passion for games with her love of art, to make some pretty cool designs for Mighty Kingdom's suite of successful mobile games.

Amy Jobling, Animator – McLaren Vale native, Amy Jobling, made her way to the 'Big Smoke' to study for her Advanced Diploma of Screen and Media (CGI and Visual Effects). It was during this time Amy, enthusiastic storyteller and avid book reader (currently chewing through a selection of Stephen King novels!), discovered her passion for Animation. She continued to explore that passion with further studies at Flinders University, attaining a Bachelor of Creative Arts (Screen and Media). At Mighty Kingdom Amy is an integral part of the team and brings her creativity and love of games like Spyro, Crash Badicoot and Zelda, together to help us tell compelling stories through our games.

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Mardie Jackson, 2D/3D Artist – For Mardie Jackson, a love for technology didn't happen at first sight. Spending her youth drawing on anything she could get her hands on, she turned her attention to computers when she realised they were her gateway to playing games like Unreal Tournament and Age of Mythology. Mardie became "that computer kid" pretty quickly which led her to attain an Advanced Diploma of Screen-Game Art at Tafe, and eventually moving to study for a Bachelor of Digital Media at Flinders, where she made lifelong connections and friendships. After a 2 year stint teaching at AIE Institute, Mardie now spends all her days at Mighty Kingdom pushing polygons, painting textures and providing general office chaos, and we love it!

Iona Vorster, Concept Artist – Inspired by well shot films and the master painters of our time, Iona Vorster creates stunning concepts for Mighty Kingdom's suite of mobile games. Iona applies this inspiration along with her love of games, to bringing the narrative of games to life. Iona studied at Bachelor of Visual Communication (Illustration) at UniSA and spent three months post-graduation, studying figure drawing in LA. She spends her free time painting portraits in oil, creating stylised pieces, and playing games!

Logan Lindsay, 2D/3D Artist – Growing up, Logan Lindsay had a conflict of interest - she wanted to make movies or own a zoo. She still doesn't own a zoo, but she does bring digital creatures to life as a 3D/Technical Artist at Mighty Kingdom, after graduating from AIE with an Advanced Diploma in Professional Video Game Development and Design. Logan's interests range from the craft of costume making, to illustration and advanced AI. She just wants to 'do it all', and is well on her way to doing so!

Phoebe Shaw, Technical Artist – The teams at Mighty Kingdom foster agility and diversity in skillset, and Phoebe Shaw is a testament to that philosophy. After spending years in theatre teaching drama and acting on stage, Phoebe explored studies in Floristry, Childcare and Computer Science, eventually finding a way to combine her passion for digital art and storytelling in the Games Industry. Graduating with an Advanced Diploma in Screen and Media from AIE Institute, Phoebe has experience in both the VFX/Film and Games Industries as a 3D Artist, Animator and Technical Artist. Give her some code and it will make her day!

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