

Local Time  
(EET)

## Main Stage

MONDAY, JUNE 3RD

13:00 - 14:00

Welcome Coffee

14:00 - 14:15

Welcome To Dev.Play 2024 | Hosted by: **Catalin Butnariu**, RGDA

14:15 - 15:00

**Keynote: The Dark Before the Dawn: a 2024 Industry Update**  
**Shawn Foust**, Fortis



15:00 - 15:30

Coffee Break

15:30 - 16:15

**Past, Present And Future Of Adaptive Music In Video Games**  
**Borislav Slavov**, Composer and Music Director of Baldur's Gate 3

16:15 - 17:00

**Keynote: Leading Creative Teams With A Vision**  
**Sebastian Kalemba**, CD PROJEKT RED

17:00 - 17:30

Coffee Break

17:30 - 18:00

**Leveling Up Communication In Game Production**  
**Amy Chen**, GameSim

18:00 - 18:30

**Panel: Survive To '25? Is That What We Should Be Expecting?**  
With: **Mihai Pohontu**, Amber / **Louis-Rene Auclair**, Rocket Ride Games /  
**Justin Berembaum**, Xsolla. Moderated by: **Catalin Butnariu**, RGDA

AMBER

21:00 - 02:00

**Dev.Play Official Party**  
Powered by Amber  
(Expirat Club, Bucharest)

AMBER

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## Workshop Stage

MONDAY, JUNE 3RD

12:00 - 14:00

**Women In Games Lunch**  
(separate registration required)

powered by



Playtika

17:00 - 18:15

**Workshop: Getting Started In The Game Dev Industry (In Romania)**  
With: **Alexandru Padure**, Assist Software / **Catalin Butnariu**, RGDA

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## Main Stage

TUESDAY, JUNE 4TH

10:00 - 11:00

Welcome Coffee

11:00 - 11:45

**Why We Play (And Make) Games**  
Catalin Butnariu, RGDA

11:45 - 12:30

**Panel: Team Dynamics And How To Deliver Successful Products With A "People-First" Approach**  
With: **Ionut Codreanu**, Funcom / **Vlad Alexandru**, AMC Studio / **Cristiana Serra**, Marmalade Game Studio.  
Moderated by: **Madalina Niculae**, Improbable.io

12:30 - 13:30

Lunch Break

13:30 - 14:00

**The Problem Of Distribution For Mobile F2P Games**  
**Bogdan Vlad**, Ovilex

14:00 - 14:30

**Panel: Investing In Games In Romania** | Moderated by: **Catalin Butnariu**  
With: **Alin Stanciu**, Catalyst / **George Lemnaru**, Green Horse Games

**greenhorse**  
GAMES

14:30 - 15:15

**Keynote: Creating Memorable Moments In Games**  
**Fawzi Mesmar**, Ubisoft

15:15 - 15:45

Coffee Break

15:45 - 16:15

**Closing Ceremony & Dev.Play Awards**  
Hosted by: **Catalin Butnariu**, RGDA

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## Workshop Stage

TUESDAY, JUNE 4TH

10:30 - 11:30

Workshop: Anatomy Of A Mobile Game (From An Engineering Perspective)  
**Marius Gherman**, Amber

11:45 - 12:30

Workshop: Exploring The Future Of Game Design  
**Mihai Gheza**, Machinations.io