



THE
GAME DEV CONFERENCE
FOR EASTERN EUROPE

JUNE 8-9, 2026



Local Time
(EET)

Main Stage

MONDAY, JUNE 8th

powered by

#tags

10:00 - 10:45

Welcome Coffee

10:45 - 11:00

Opening Speech | [Andreea Sava & Catalin Butnariu](#), RGDA

11:00 - 11:45

Keynote: 2026 Industry Update

[Shawn Foust](#), Fortis Games



#spotlight

#trends

11:45 - 12:15

Understanding Suspense in Video Games

[Andrei Nae](#), University of Bucharest

#creative

#deepdive

12:15 - 13:00

Perspectives Clash: Part 1

[Rami Ismail vs. Adam Boyes](#)

#spotlight

#trends

#AMA

13:00 - 14:00

Lunch Break

14:00 - 14:45

Perspectives Clash: Part 2

[Rami Ismail vs. Adam Boyes](#)

#spotlight

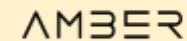
#trends

#AMA

14:45 - 15:15

How to Market a Game When Everyone Knows How

[Cristian Dina](#), Amber



#publishing

#indie

15:15 - 15:45

Future of Learning Through Play, Culture, and Connection

[Curt Fortin](#), Tales of Us

#trends

#education

15:45 - 16:15

Coffee Break

16:15 - 16:45

Permission Not Required - Outgrowing "File a Ticket and Wait"

[Ionut Codreanu](#), Funcom

#trends

#production

16:45 - 17:45

Panel: The Struggle Is Real: Indie Life in Emerging Markets in 2026

With : [Jay Powell](#), Powell Group / [Radu Ziemba](#), Neonhex / [Theo Gavrilidis](#), Critical Hit /

[Lara Davidova](#), Aevica Software. Moderated by: [Bobby Wertheim](#), Kando Factory



#spotlight

#indie

#publishing

#production

21:00 - 02:00

Dev.Play Official Party

Powered by Amber

(Expirat Club, Bucharest)



Local Time
(EET)

Workshop Stage

MONDAY, JUNE 8th

#tags

12:00 - 13:00

Roundtable: The Role of Game Development Education in a Changing Industry

(Private session)

14:00 - 15:00

Student Workshop: Fail Fast, Play Faster: The Prototyping Journey in Game Design

With: [Stefan Zamfir](#), Echo School

#education

#creative

16:15 - 17:15

Roundtable: Trade Associations Meetup

(Private session)

Session descriptions can be found here:

<https://dev-play.ro/schedule-2026/>



THE
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Local Time
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Main Stage

TUESDAY, JUNE 9th

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#tags

10:00 - 10:30

Welcome Coffee

10:30 - 11:00

AMA: Behind the Scenes of Hazelight's Development Process (vol. 2)

#spotlight

Philip Martin, Hazelight

#AMA

11:00 - 11:30

Is the Games Industry Broken?

#trends

Eugen Sfirlos, Keywords Studios

#production

11:30 - 12:15

Seamless Transitions: From Gameplay to Cinematics

#creative

Igor Sobolev, Hangar 13 / Theodore Hilhorst, 2K

#production

12:15 - 13:00

Panel: AI-Driven QA in Long-Running Projects

#deepdive

With: Stefan Seicarescu, Quantic Lab / Nicusor Cojocar, Gameloft / Mihai Racof Pixelbowl

#production

Moderated by: Razvan Safta, Funcom

#deepdive

#AI

13:00 - 14:00

Lunch Break

14:00 - 14:45

Keynote: Creativity in the Age of AI: Practicing Creative Sobriety

#spotlight

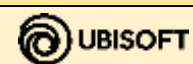
Fawzi Mesmar, Ubisoft

#creative

#deepdive

14:45 - 15:15

The Division 2 - 7 Years Later – Evolving the Endgame



#production

Dragos Liche, Ubisoft

#deepdive

15:15 - 15:45

Coffee Break

15:45 - 16:15

Crawl, Walk & Run: Forget "Analytics as a Culture" For Now, Let's Be Pragmatic First

#production

Mathieu Ruiz, Funcom

#deepdive

16:15 - 17:15

Panel: Game Production in 2026: Building Games in an Industry Under Pressure

#spotlight

With : Lisa Kretschmer, IOI Interactive / Ionut Codreanu, Funcom / Mihai Sfrijan, Amber

#trends

Moderated by: Mehdi Benkirane, Zenith Pirates

#production

17:15 - 17:30

Closing Ceremony: Andreea Sava & Catalin Butnariu, RGDA

Local Time
(EET)

Workshop Stage

TUESDAY, JUNE 9th

#tags

10:30 - 11:30

Workshop: Who Are You Building For? - A Workshop on Persona-Based Testing for Game Developers

#creative

With: Radu Posoi, Alkotech Labs

#deepdive

12:00 - 13:00

Tech Workshop: The Future of Software Architecture in the Age of AI

#AI

With: Razvan Balasa, Playtika / Adrian Coman, CrowdStrike

#deepdive

#production

14:45 - 15:45

Student Workshop: AI in Game Development - A Magic Wand or a Poisoned Gift?

#education

With: Alex Padure, Assist Software

#deepdive

#AI

16:00 - 17:00

Roundtable: Underfunded. Underrepresented. Underdogs. How Smaller Regional Studios Can Still Compete Today's Industry

(Private session)

Session descriptions can be found here:

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