ÓBIDOS VILA
GAMING

ÓBIDOS GAME DEV SESSIONS

MAY 7 - 10

ÓBIDOS . PORTUGAL

WWW.GAMEDEVSESSIONS.COM

EVENT PROGRAM

TALKS
PRAÇA DA CRIATIVIDADE

ABOUT ÓBIDOS GAME DEV SESSIONS

Game Dev Sessions is a premier event dedicated to fostering the growth of the game development industry. Designed for professionals, aspiring developers, and industry enthusiasts, our event brings together some of the brightest minds in game design, programming, art, and business.

Through a mix of insightful talks, hands-on workshops, and networking opportunities, Game Dev Sessions provides   an immersive experience that helps attendees stay ahead of industry trends, refine their craft, and connect with like-minded creators.

Whether you're an indie developer, a AAA studio professional, or just starting your journey in game development, Game Dev Sessions is the place to gain knowledge, share ideas, and be inspired by the global gaming community.

OUR MISSION

Game Dev Sessions is more than just a conference—it's a platform for learning, collaboration, and innovation. Our mission is to:

Empower Developers – Provide game developers with the knowledge, tools, and inspiration they need to push creative boundaries.

Foster Industry Growth – Strengthen the game development ecosystem by connecting professionals across different fields.
Celebrate Creativity – Showcase groundbreaking work and explore new approaches to storytelling, design, and technology in games.

We believe in creating an inclusive space where developers at all levels can learn from each other, share their experiences, and collectively shape the future of gaming.

WHAT TO EXPECT

Game Dev Sessions offers a rich program packed with valuable insights and opportunities. Attendees can look forward to:

Expert-Led Talks & Panels – Gain insights from industry veterans, game designers, programmers, and artists as they share their knowledge and experiences.

Hands-On Workshops – Participate in interactive sessions to refine your skills and explore new development techniques.

Networking Opportunities – Connect with fellow developers, potential collaborators, and industry leaders through structured meetups and social events.

Indie & AAA Showcases – Discover new projects from indie developers and established studios alike, and learn about the creative processes behind them.

Career Development – Receive guidance on breaking into the industry, securing funding, and growing your game development career.

Join us at Game Dev Sessions and be part of a thriving community that celebrates the passion and innovation behind game creation!

TARGET AUDIENCE

GAME INDUSTRY PROFESSIONALS

- Developers, artists, designers, and producers from independent studios, AA, and AAA companies.

- Professionals looking to expand their skills, network, and discover new career opportunities.

STUDENT & EMERGING TALENT

- University and technical school students in game design, programming, art, animation, sound design, and business.

- Young professionals entering the industry, looking for guidance, networking, and portfolio-building opportunities.

INDIE DEVELOPERS & STARTUPS

- Small teams and solo developers aiming to learn from industry experts, showcase their work, and connect with publishers and investors.

- Entrepreneurs looking for insights on funding, marketing, and business development.

STUDENT & EMERGING TALENT

- University and technical school students in game design, programming, art, animation, sound design, and business.

- Young professionals entering the industry, looking for guidance, networking, and portfolio-building opportunities.

ACADEMICS AND RESEARCHERS

- Professors, researchers, and educators specializing in game studies, interactive media, and emerging technologies.

- Institutions aiming to bridge the gap between academia and the industry.

BUSINESS & PUBLISHING PROFESSIONALS

- Investors, publishers, and business strategists seeking new talent, innovative projects, and market trends.

- Companies looking to expand their reach within the Portuguese and international gaming ecosystem.

INDUSTRY ALIGNMENT WITH APVP & IGDA TRENDS

According to the latest reports from APVP and IGDA, the game development workforce is increasingly diverse, with a growing number of independent developers, an emphasis on remote and hybrid work models, and a strong focus on inclusivity, sustainability, and emerging technologies (AI, VR, blockchain, and cloud gaming).

The Game Dev Sessions 2025 reflects these trends by fostering networking opportunities, providing up-to-date industry insights, and creating a space for learning, collaboration, and innovation.

EVENT PROGRAM

TALKS
PRAÇA DA CRIATIVIDADE

	MAY 7	MAY 8	MAY 9	MAY 10
10 AM	ACADEMIC CARLOS MORA POLITÉCNICO DE TOMAR	BUSINESS JEFERSON VALADARES DIOGO RATO APVP	2D ART IVAN REBER WOOGA	2D ART EDOUARD NOISETTE FREELANCER
11 AM	ACADEMIC ARTUR MÓSCA TIAGO PIMENTEL ETIC	BUSINESS CHRISTOPHER HAMILTON IGDA	3D ART JOÃO SOUSA FREELANCER	ANIMATION / VFX RUI ROMANO GLIMPSE VFX
12 PM	ACADEMIC RICARDO FLORES CODFISH ACADEMY	RESEARCH CARLA SOUSA UNIVERSIDADE LUSÓFONA	PRODUCT DANO ALONSO SYBO	ANIMATION / VFX JESSICA MONTEIRO PIXAR

LUNCH

	MAY 7	MAY 8	MAY 9	MAY 10
3 PM	ACADEMIC ANABELA MARTO EDUARDA ABRANTES POLITÉCNICO DE LEIRIA	COMMUNITY PATRICE LEYMARIE IAMAG	GAME DESIGN ISHAN MANJREKAR SYBO	3D ART RODOLFO SILVA ZBRUSH / MAXON
4 PM	DEMONSTRATION IVAN BARROSO ETIC / IPLEIRIA / LUSÓFONA	BUSINESS RICARDO FLORES BRUNO KUIPERS NOVOS TALENTOS FNAC	COMMUNITY ADELE KHAWLI WILD CHILD ANIMATION	DEVELOPMENT DAVID AMADOR UPFALL STUDIOS

HAPPY HOUR

	MAY 7	MAY 8	MAY 9	MAY 10
6 PM	ROUND TABLE ACADEMIC DEBATE	BUSINESS RIK LEENKGNET FLANDERS GAMES HUB	PRODUCT ANA WADDINGTON SUPER EVIL MEGACORP	ROUND TABLE ENDING CEREMONY

ADDRESS

PRAÇA DA CRIATIVIDADE
(TALKS VENUE)

EN8
2510-082 Óbidos, Portugal

Step-free access to the main talk area
Reserved seating for people with reduced mobility
Accessible restrooms available nearby
Staff on hand to assist with seating and access

EVENT PROGRAM

WORKSHOPS & MASTERCLASSES
PARQUE TECNOLÓGICO DE ÓBIDOS

	MAY 7	MAY 8	MAY 9	MAY 10
10 AM - 1 PM	GAME DESIGN ANTÓNIO DURÃO CODE.UP	2D ART EDUARD NOISETTE FREELANCE	DEVELOPMENT GUSTAVO REIS POLITÉCNICO DE LEIRIA	3D ART RODOLFO SILVA MAXON / ZBRUSH

LUNCH

	MAY 7	MAY 8	MAY 9	MAY 10
3 PM - 6 PM	GAME DESIGN ANTÓNIO DURÃO CODE.UP	ANIMATION / VFX JESSICA MONTEIRO PIXAR	DEVELOPMENT DAVID AMADOR UPFALL STUDIOS	3D ART JOÃO SOUSA FREELANCE

ADDRESS

PARQUE TECNOLÓGICO DE ÓBIDOS
(WORKSHOPS &)MASTERCLASSES

Edifícios Centrais, Rua da Criatividade
2510-216 Óbidos, Portugal

Fully accessible building with ramps and elevators
Accessible restrooms throughout the venue
Reserved parking for attendees with disabilities
Wide corridors and automatic doors for ease of movement

EVENT PROGRAM

HANGOUT & NETWORKING
PROHIBITION BAR

	MAY 7	MAY 8	MAY 9	MAY 10
7 PM	HANGOUT	HANGOUT	HANGOUT	HANGOUT
8 PM	NETWORKING	NETWORKING	NETWORKING	NETWORKING
10 PM	ANIMATION	ANIMATION	ANIMATION	ANIMATION

ADDRESS

PRAÇA DA CRIATIVIDADE
(TALKS VENUE)

EN8, Nº6
2510-082 Óbidos, Portugal

Partial accessibility (please contact us in advance for support arrangements)
Staff available to assist at entrance and throughout the venue

ÓBIDOS GAME DEV SESSIONS

WWW.GAMEDEVSESSIONS.COM
GERAL@GAMEDEVSESSIONS.COM

POWERED BY:

RP | RADIO POPULAR
GAMING

MEDIA PARTNERS:

NTF   TUGA NETWORK

ORGANIZATION:

Óbidos MUNICÍPIO   Óbidos Criativa   ÓBIDOS PARQUE
LAND FOR MAKERS