



ROME DEVELOPER CONFERENCE

10-12 MAY 2019

VIDEOGAME/LEVEL UP: ROME DEVELOPER CONFERENCE IS BACK
In collaboration with RVGL19

From 10 to 12 May at Cinecittà Studios

Rome, Italy. From 10th to 12th May at Cinecittà Studios there will be LEVEL UP Rome Developer Conference, the main international game development conference in Italy, entirely managed by AIV - Italian Video Game Academy, in collaboration with Rome Video Game Lab.

After the success of its first edition in 2018 - with over 25 game developers coming from 3 continents and 11 countries - Rome will be again the Capital of video games. For LEVEL UP 2019 edition, AIV signed important partnerships with DevCom in Koln and Nordic Game Conference in Malmo (the two main European game development events) and will gather in the Eternal City over 50 developers coming from worldwide.

During the three days, there will be masterclasses, talks and workshops about key topics in video game development: machine learning, digital sculpting, , VR, AI, AR, MMORPG, mobile, narrative design, copyright protection, serious game, alternative tech, programming techniques, business management, marketing, Indies, procedural, inclusivity.

Furthermore, also in this edition, speakers and top professionals of the game industry will be available for portfolio review sessions, offering young developers suggestions and feedback on their projects.

Among LEVEL UP 2019 speakers, Arno Schmitz (Guerrilla Games), Patrick Gladys (Cloud Imperium Games), Federico Righi (MPC), Daniele Danko Angelozzi (ZBrush Evangelist), Francesco Artibani (comic and animated cartoon screenwriter), Roberto Recchioni (comic book author), Katja Centomo (Red Whale, Ignition Publishing), Mauro Uzzeo (Sergio Bonelli Editore, Star Comics), Fawzi Mesmar (King Games), Tatiana Delgado (Out of Blue, Vertical Robot), Anne Toole (Writers Guild Award-winner), Teddy Florea (Nordic Game Resources), Mila Irek (MuHa Games) and many top professionals of 3D art, programming, and game design.

LEVEL UP is a unique event that offers participants a showcase of the gaming industry, that is constantly growing and developing and gives work opportunities in Italy and abroad. LEVEL UP is a perfect mix of technical and entertaining activities, set in the extraordinary and historical venue of Cinecittà Studios. Three days of education, training, and entertainment with top international game developers.

For further info, please visit:

www.lv1up.it/EN

**For further
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