

Helpers from BAFTA Crew Games Programme:

Zoë O'Shea, Rares Cristian Filip Chirita, Jonathon Wilson (Hangar 13 Games), Daniel Seager, TJ, Andy Antoniou

Name: Andy Antoniou (Indie Developer)

Andy is an indie developer, creative generalist, STEM ambassador and founder of Furry Tail Dragon, with a background in lecturing and running full-production campaigns - utilising various creative disciplines, such as CGI, VFX, animation and compositing. He is currently developing VR psychological puzzle game "M.", alongside other unannounced projects.

Name: Toby Jennings (Associate Producer)

I have been in the industry for nearly 5 years now. I started straight out of university at TT Games as a junior project coordinator working on titles such as Lego Dimensions and Lego Marvel. 2 years ago I moved over to Sumo Digital into my current position where I have worked on Hitman 2 and now working on an unannounced title.

Name: Jonathan Wilson (Level Designer)

I have worked in the games industry for 5+ years now and in that time, I have worked across a variety of console and VR platforms. Game and level design are my main areas of expertise, but I also have experience in Unity development, QA, and public speaking at events including EGX, EGX REZZED and Unite. In the last 5+ years I have worked for Coatsink where I worked my way from a junior to lead designer, Pocket money games where I worked as lead designer/producer and now Hangar 13 where I work as a mission/level designer. In 2019 I made it in MCV's 30 under 30 and was shortlisted as a game dev hero for design.

Name: Daniel Seager

Daniel Seager is a Technical Animator at Dovetail Games and graduate of Bournemouth University. Having worked in the games industry as a QA tester, Daniel returned to University after earning a BAFTA Scholarship, which allowed him to further his studies and successfully pursue animation as a career. He is particularly interested in pushing the quality of realistic animation, working to allow smaller teams to receive high quality results, without the technology afforded by AAA development.