Name Katie de Sousa	Twiller KatiedeSousa		Specialities Concept art. illustration			
Laura Michet	Imichet		Freelance writing, Clients			
Marweer Heir AK Fedeau	KingCurryThundr akfedeau		Indie Founder Writing, narrative design			
AK Fedeau David Tiegan	aktedeau kingofarabi 1		Writing, narrative design Freelancing, rates			
Anna Webster	annacwebs	Narrative	Writing, narrative design			
Ivory Kathy "Morgan"	SixFeetZen Kathy_E_J		Writing Not open for mentorships, offering cover letter reviews and limited financial support			
Shayna Moon	qorquiq	Production	Production, public speaking			
Isshak			Brand management, communications, social media, marketing, community			
Katie Chironis Ju Li Khaw	kchironis Juleshortstuff	Game Design Animation	AAA and mid-eized Reel review, industry knowledge			
Liz England			AAA, portfolio advice			
Sam Sharma	s3rioussam	Production				
Josie Brechner Sophie Mallinson	visagermusic soohmallinson		Music composition, sound design, audio implementation AAA			
Marina Ayano K	even_kei	General	Indie			
Rachel Presser	nyhcmaven84		Entrepreneurship, freelancing, taxes, marketing			
Victoria Tran Anthony Jauneaud	TheVTran iamleyeti		Indie marketing, PR, social media Writing, structure, localization			
Mike Ren	mikerenyi	Game Design	Social impact games			
Reb Palacios	rebheartsyou	UI	Can mentor in French			
Marina Diez Nina Freeman	Ninfa_dp hentaiphd		Breaking in, emotional design, ethical design Offering both mentorship and playtesting			
2DArray	2DArray		Open for questions, tutorials at <u>demoman.net</u>			
Jing	jingofalltrades	Business, Communication	Resume reviews, presentation skills, product management, entrepreneurship, experience design, events, brand/marketing, merch, biz ops.			
Stanislav Costiuc Rachel			Also has a Youtube tutorial account: https://www.youtube.com/farlands Community			
Justin Berenbaum			Pitching to publishers and investors			
Luke Newell	lukenool	Art	Illustration, drawing, design, storyboards			
Jasmin Habezai-Fekri S.I	lowpolycuris SJ_NerdOfPrey		3D Environmental Art, offering portfolio reviews, advice, feedback Writing, voice over direction, systems design, cinematic design, pitching, creative leadership			
Morgan Lockhart	missdoomcookie		Game writing, content design, porfolio reviews, connections			
Zoe Quinn		Game Design				
Bobby Stein Chandana Ekanayake	BobbyStein Ekanaut	Narrative	Mentorship program full, can contact if interested in next one Starting a studio			
Sabine		Art, Game Design, Business Academia	unariang a valuario			
Jean Leggett	JeanLeggett	Business, Narrative	Resume review, public speaking, indie startup, life coaching			
Jill Murray Keerthik	disco_jill keerthiko		In-house and freelancing			
J			Entreprenuership, immigration, imposter syndrome, remote work, cultural barriers Tech art, shaders, portfolio reviews, advice			
Tara Brannigan		Communications	Community, player support			
Bobby Lockhart Len	bobbylox AlennMakes	Game Design Nonprofit	Grant writing, Toronto-based art nonprofit oppportunities			
Andrew Walsh	englishscribe	Narrative	Grant writing, loronto-based art nonprotit oppportunities Writing, narrative design			
Celia Hodent	CeliaHodent	UX				
Jane Ng Hannah Nicklin		Art Narrative, Production, Academia	Environemental art, not open for mentorship, open to portfolio review and questions Studio lead, bizdev, best approached later in the year			
Hannah Nicklin Elaine Gomez		Narrative, Production, Academia Game Design	Studio lead, bizdev, best approached later in the year Resume, portfolio, cover letter, documentation, prototype advice			
Xavier	xavierck3d	Art	3D character artist			
Christina Antoinette Neofotistou Mike Jungbluth		Art Animation	Pixel art, illustration			
Mike Jungbluth Amanda Kirk		Animation Game Design				
Carmen Askerneese	CAskemeese	Game Design				
Sarah Longthorne Ryan Benno	sarahlongthorne BrvanRenno		Game writing, narrative design Environment art. AAA			
Ryan Benno Tomas Palazzi	Bryankenno TomasPalazzi		Environment art, AAA Music composition, music theory, harmony, orchestration			
Steve Jaros		General				
Eddie Parker Algorythmic Studios		General				
Roger			Producer at a publisher			
Christal Hazelton	crhazelton1	Narrative, Production				
Aidan Cushing			Unreal Engine			
Neil Bickford Hugh Trombley			Computer graphics, algorithms, Vulkan, OpenGL, ray tracing, texturing, materials, Unity engine Prop art, materials, textures, VR			
Ben Rausch	Ben_Rausch	Art, Narrative, Game Design, Business, Communications				
Sam			User research, marketing, community development, business dev			
Nicholas Wilby John Cooney			UI Programming Indie publishing, funding, budgeting, business development			
Vee Pendergrast	V_garpend		Business grant applications			
Cat Manning			Writing, narrative design			
Riot Eneopa Duncan Adamson	HelloAlexVo AdamsonDuncan		Concept art, illustration, teaching, AAA and Freelance experience Engineer			
Jed Bellini	Graktauk	Game Designer	AAA, will mentor, review resumes, cover letters, provide design feedback			
Saffron Aurora		Art	Art director, freelancer, indie games, comics			
Conor Walsh Bryant Cannon		QA, Narrative Programming, Game Design, Production	Unity engine			
Landon	landongn	Programming				
Shuai Liu Peter-Pike Sloan	shuailiu PeterPikeSloan		C++, backend, general exp Graphics developer, AAA			
Simon Vickers			Graphics developer, July Portfolio reviews, general advice			
Utopie Selective	utopieselective	Art	Concept artist, art director, movies and games. Offering mentorship, help, portfolio reviews			
9of9 Ashley Wixted			Tech art Pixel art, assets, visual dev			
Kwan Perng	kperng		Pricel art, assets, visual dev Game writing, narrative design, portfolio and writing feedback, interview, job search help			
Satoshi Arakawa	three_delite	Art	Character artist, portfolio reviews, feedback			
Foge Jon Melchiade	FogeZombie TheFrex	Game Design Game Design	Systems design, combat design, design direction, leadership, mid to AAA			
Jon Melchiade Quentin De Beukelaer	QuentDeBeuk		AAA and indie			
Jesse Harlin	oogew	Audio	Music composition			
Hood Aura	The_Hood101 MOOMANIBE		C++, Unity engine Indie freelancing, offering advice and feedback			
Aura GamingGameDev			Indie freelancing, offering advice and feedback Engineer, multiple platforms			
Daniel Boutros	DanlikesJuju		VR			
Dene Carter Futch		Game Design Game Design, Programming				
Amandine Coget	LiaSae	Programming, UI	Not able to offer mentorships, happy to answer questions			
Liz Kirby	BlindMelee	Art	3D Environmental art			
Eelke Schipper Ed Earl		Programming Programming, Game Design	Unity engine, CW, software architecture			
Adoné Kitching	AdoneKitching	Production	Scheduling, budgeting, process design, team communication, resumes, cover letter, press releases			
NJ Labeikovsky Cara Ellison			Project management, localization Game writing, narrative design			
Cara Ellison Ed Lago	[No Twitter] caraellison@gmail.com edlago	Production	Project management, small-mid sized teams, outsourcing, VR/AR			
Stav Hinenzon	StavHinenzon	Game Design	Unreal Engine 4, Unity engine			
Geoff Marsi Johnnemann	glmarsi johnnemann		Systems design, AAA Unity engine, Unreal engine, small business			
Liam Twose			Unity engine, Unreal engine, small dusiness Virtual chat about gamedev career, an invitation to pitch their game at <u>PitchYaGame.com</u> on 6/30/20			
Jake Devid Olevier	AlphaLvSim	Game Design	Metagame systems, LGBTQ			
David Clarke Matt Wieteska	DCOneFourSeven gamecat		Programming advice,CV writing, interview help Voicereel feedback, directing actors, scriptwriting, CV/cover letter feedback			
Steve Bristow	stuka1919	Game Designer	Portfolio review, interview help			
Dani Powers	pixelsuperhero	Art	Concept art, 3D/2D production artist for indie, academia, selling work online/at shows			
Fede Fito Casella		Game Design Programming	PM			
Mark Kilborn	markkilborn	Audio	AAA sound design, implementation, field recording			
Yossi Horowitz	YossiMH	Programming	small to mid-sized teams			
Dr. Jess Sam Sternklar	jess_ingrass Aureon71	Non-games Programming	Python, SDET, QA, willing to review resumes			
Gabin Jirodet	gabjir	Narrative	Lore, dialogue, environmental storytelling, game features			
Ranjani Chris Iudhine			CV, access to network, methodologies			
Chris Judkins Lisa	ChrisJ3D SilverSober		Realtime VFX Networking, social media, Linkedin			
Mariza Dima	Marizolde	UI, UX, Programming, VR				
John Nejady Sjors DL			Prefers to mentor over calls VFX artist			
Sjors DL Steph Everett			VFX artist 3D artist			
		Art	AAA character and creature concept art			
		Business, Art	Studio operations, webdev, devOps, 2D art, Advertising			
Amanda Christensen Butterscotch Shenanigans Annie VanderMeer			Resume portfolio help AAA and indie			
	Murderblonde	Game Design, Narrative Art	Resume, portfolio help, AAA and indie Cinematic in AAA			
Butterscotch Shenanigans Annie VanderMeer John Ebenger Jacinta	Murderblonde EbengerJohn cintavu	Game Design, Narrative Art Art	Cinematic in AAA Environment and prop art, offering portfolio reviews, one-on-one calls			
Butterscotch Shenanigans Annie VanderMeer John Ebenger	Murderblonde EbengerJohn cintavu gregbuchanan	Game Design, Narrative Art Art Narrative	Cinematic in AAA			
Butterscotch Shenanigans Annie Vander/Meer John Ebenger Jacinta Greg Buchanan Chris Gardiner Michael Chu	Murderblonde EbengerJohn cintavu gregbuchanan CHGardiner westofhouse	Game Design, Narrative Art Narrative Narrative Narrative Narrative	Crematic in AAA Environment and prog at, offering portfolio reviews, one-on-one calls Webste, portfolio review, CV, writing feedback, see here: <u>[inst/hittler.com/ured/uchanaristatus/1267549158002642947</u> namative designativection, writing, inde Writing, worldbuilding, namative design, career advice			
Butterscotch Shenanigans Annie VanderMeer John Ebenger Jacinta Greg Buchanan Chris Gardiner	Murderblonde EbengerJohn cintavu gregbuchanan CHGardiner westofhouse	Game Design, Narrative Art Narrative Narrative Narrative Narrative	Cremate in AAA Environment and popt and particlo reviews, one-on-one calls Weakie, positioli review, CV, withing feedback, see here: <u>lites:/hottler.com/pregluchanan/table/1267569158002652647</u> namative designification, writing, inde			

Name Will Kerslake	witter wkerslake	Game Design	Specialities AAA			
Joe Quadara	bazooie	Business	Funding games			
Franck Fitzyk	FranckFitzyk	Game Design	Level design			
Jeryce Dianingana Adam Esat	JeryceDia adamesat	Art	3D Environment art, portfolio reviews 3D character art, sculpting, games/animation/collectible figures, offering feedback and portfolio reviews			
Phil Liu	PhilLiu16	Art	3D art, environment/weapons, AAA, portfolio review, questions about production game art			
Kitty Crawford	Kitty_Crawford	Production, Game Design, Programming	Freelance, business advice			
Kent Quirk Steph Scrub	kentquirk SeffyM	Programming UX, UI				
Dan Pearce	GameDesignDan	Game Design	working from home, remote teams, pitching to publishers			
Sebastian Schulz	puzzledPolygon	Art	Environmental art, AAA, portfolio reviews			
Alejandro Arque	DarkVegetaMad	Game Design, Narrative				
Cacoethes James Tottman	sectaurs (contact LiToast) JIM FX	Art	VEX. AAA			
Jose Abalos	jpatz	Game Design				
Ben Sabin	benjamin_sabin	Narrative	Writing, narrative design, portfoilo review/feedback, breaking in			
Joshua Hughes	ZookeyTK	Studio	indie			
James Bartholomeou Lucas Maupin	iyagovos LucasMaupin	Communications Game Design	PR, marketing Level designer, France/Ireland			
Benji Smith	benjinsmith		C++, Unity engine, C#			
Taylor Epperly	TheMageling	Game Design	AAA			
JC Lau Andrew Bair	drjclau BearlnATie	Production, QA	breaking in, interviewing, developing advocacy groups/diversity committees AAA, UI programming, accessibility advocacy			
Dawn Carlos	dawndundundun	Programming Art	Concept art, illustration			
Mark Nauta	M_Nauta	Game Design	strategy/tactics, RPG systems			
RY	pokpojpijpo	Programming	Engine, gameplay, AAA			
Justin Marshall Scott Hawkes	jmarshall3d _ScottHawkes	Art Narrative	3D, Modelling, Texturing Worldbuilding, AAA			
Allen Turner	CouncilOfFools	Game Designer, Narrative	violidationity, Avec			
Andrew	StickPunch	QA	AAA			
Drew Murray	PlaidKnuckles	Game Design	AAA, career advice			
Josh Sawyer Hal Sandbach	jesawyer HSandbach	Game Design, Narrative Game Design	System design, directing projects			
Dillon Skiffington	Skiffington_	Other	Writing guides for video game websites			
Alyssa Askew	alyssalina	Production	Mobile free-to-play, non traditional career paths, identifying transferrable skills			
Bianca Poroliseanu Carrie Sloane	varricsbianca carriesloane	Game Design Art	Level design, AAA Environmental, prop art			
Carrie Sloane Cat Farinas	carriesloane CatFarinas	Art Art	Environmental, prop art 3D, Environmental, portfolio reviews			
Caroline Bitterly	C_Bitterly	Game Design, Narrative	AAA, application help			
John Warren	FloppyAdult	Journalism	Pitching at Fanbyte, willing to discuss rates			
David Edery Lissa Capeleto	djedery uberlis	General	Mobile			
Tim Rodriguez	dicefoodlodging	Game Design	TTRPG, publishing, voice-interaction designer			
Michael Jones	MikeJonesAudio	Audio	Sound design, composition			
Betty Pinar Temiz	bettytherob shegoeslocofoco	Animation, Narrative Audio	Storyboarding, narrative design, game writing, portfolio advice, chats Sound design			
Pinar Temiz Austin F Frank	shegoeslocofoco RiotNitsuabo	Audio Data	Sound design Data science, data engineering, people management			
Rob Nesler	NeslerRob	Art, Animation	2D, 3D art, portfolio review			
Daniel Chamberlin	danjchamberlin	Production	Land delay holes and delay and mult			
Edgar Castro Elliott Mitchell	EonNomad Mrt3D	QA, Game Design, Audio Art, Programming, Business	Level design, testing, sound design and music ARVR. mobile			
Ed R.	FiniteZombie	Art, Programming, Business Programming	3D math, Unity engine, C#, Unreal engine, C++			
Manda Farough	AmandaFarough	Business	Media training, pitch deck review, general business			
Mike Futter Sarah Spiers	Futterish	Business Production	Media training, pitch deck review, general business			
James	sspiers_k jamesdevstory	Production Programming	Unity engine, indie, wholesome games, pitching			
Tom Victor	robomachin	Game Design	Prototyping, Unity engine, Blender			
Andy	Greenfaery	Game Design, Narrative	Systems designer, Narrative Design, Localization Support			
Trevor Berryman Patrick Redding	TreverBerryman Holesinteeth	Game Design, Narrative Narrative	Remote work, resume review AAA, Narrative design			
Alex Griffin	forbiddencactus	Programming, Game Design	Math, rendering, graphics			
Jessica Ross	JessiTypesStuff	Programming, Narrative, Game Design	Unity engine, 2D art, 3D art, Mobile, PC, browser-based network games			
Maitland Hemby	androidqueen	Game Design, Programming	Technical Designer			
Jeff Gagne Meredith	jfgnord	Game Design Communications, Business, Production	Level Designer, World Designer			
Kely	merryh TheMindWright	Programming, QA, Research	Business development, grants, accessibility, Marketing Unity engine, game analysis			
Lu Nascimento	viiolaceus	Art	Pixel art, portfolio, 2D, Concept art, breaking in as a minority			
Dan Gray	Dan_Gray	Creative, Business	Creative direction, pitching			
Gabby DaRienzo Moo Yu	gabbydarienzo oneofmoo	Art, Business, Communication Programming, Business	2D art, 3D art, small studio, business development, marketing, JPN/FR OK Starting companies			
Laura	fournierlaura	Production, Communication	Communication management			
Kait Tremblay	kait_zilla	Narrative	Narrative design, game writing			
Bo Marit Melody Cuthbertson	BoMarit89 red_vanda	Communications Production	Community Management			
Sitara	SitaraS90	Production	Project Management, Agile, Presenting, CV/Interviews, Team management Studio & Team management			
Sol Lutze	spiderflorist	Programming, Art	Unity engine, web developer Email: Solomon.lutze@gmail.com			
Adam Russell	AdamSRussell	Game Design	Indie, AAA			
Dominick John Nik	dominickjohn NikPantis	Art, Programming, Game Design Production, Game Design				
Will Freeman	spadgy_OTA	Communication, Journalism	Media placement, PR, Press release writing, journalism as a career			
Olivia Wood	babelfishwars	Narrative	Narrative design, game writing. Not on Twitter frequently, reach out at olivia@oliviawood.co.uk			
Marie Michael Brown	mcbernard mikegbrown	Communications Game Design	PR, event planning			
Gabe Weiner	imlazyeye	Production, Programming	Indie, GameMaker, Team organization			
Tracy	TheOtherTracy	TTRPG	Writing, Publishing, Audio Editing, Layout and Design with Adobe, Kickstarters			
Johnny	OrangePeelPanda	Production, Communication, QA	Product manager			
Masao Kobayashi Chenin Matthews	MegaMasao akhmourne	Production	Community, social media, AAA			
Bruno Laverny	H3gor	Communications	Marketing, Community Management			
Steve	_SteveThornton	Game Design	AAA			
Mike Hamilton Marri	MtHamilton Marri	Production	AAA and Indie Narrative Design, Game writing, AAA, "What's AAA like"			
Vitor Malcher	VHMalcherF	Game Design, Communication	Indie design, Community Management, Portuguese OK			
Nikolas Kolm	NKuilAndink	Game Design	Quest Design, AAA			
Stefan Baier Farah Coculuzzi	NerdyNarrative farahcoculuzzi	Game Design, Business Production	Indie, Starting studios, Team building Working remotely			
Charlene Lebrun	CharleneLebrun	Communication, Business	PR, Marketing, Community, Freelance			
David Liu	thedak	Game Design, Production, Business	XR design, publishing, fundraising, indie			
Saleem Dabbous Alex Dewey	Seemo TheKidDewey	Business Other	Funding, Co-op, Alternative business models, founding studios SEO			
Damian Sommer	DamianSommer	Game Design, Narrative	Portfolio review, script editing			
Zaq Schlanger	ZaqSchlanger	Art	Environmental art, Texture art, Portfolio review, General industry			
At Kin Cole Antonio Cara	timatkins Pasta Taco	Audio Communication, Business, Research	Sound Design, Dialogue editing Community, Customer Support, Market Research. JP/Korean companies			
		Production, Game Design	Games as a Service			
Brian Hicks	Hicks_206					
Charles Randall	charlesrandall	Game Design, Programming	People management			
Charles Randall Raphael van Lierop	charlesrandall RaphLife	Game Design, Programming Narrative, Game Design	Leadership, Game writing, IP development			
Charles Randall Raphael van Lierop Julia Makivic	charlesrandall RaphLife jmakivic	Game Design, Programming				
Charles Randall Raphael van Lierop Julia Makivic Alex Sharp Mary Kenney	charlesrandall RaphLife jmakivic ElenaFall maryknews	Game Design, Programming Narrative, Game Design Game Design Production, Game Design Narrative	Leadenhip, Game writing, IP development Alternative controls, hardware, sensors Team management, AAA Game writing, writing sample review, resume review, general FAQ			
Charles Randall Raphael van Lierop Julia Makivic Alex Sharp Mary Kenney Hannah Filipski	charlersandall RaphLife jmakkvic ElenaFall maryknews ieftie	Game Design, Programming Narrative, Game Design Game Design Production, Game Design Narrative Narrative	Leadenthy Game withing IF development Attenuative controls, hardware, sensors Team management, AAA Game withing sample review, resume review, general FAQ Game withing			
Charles Randall Raphael van Lierop Julia Makivic Alex Sharp Mary Kenney Hannah Filipski Leslee	charlesrandall Raph.Lfe jinakivic ElenaFall maryknews leftie lesiee_annsh	Game Design, Programming Narrative, Game Design Game Design Production, Game Design Narrative Narrative Narrative, Production	Leadenthy, Game writing, IP development Aleranive controls, Intrakrave, sensors Team anagement, AAA Game writing, writing angels review, resume review, general FAO Game writing			
Charles Randall Raphael van Lierop Julia Makivic Alex Sharp Mary Kenney Hannah Filipski	charlersandall RaphLife jmakkvic ElenaFall maryknews ieftie	Game Design, Programming Narrative, Game Design Game Design Production, Game Design Narrative Narrative	Leadenthy Game withing IF development Attenuative controls, hardware, sensors Team management, AAA Game withing sample review, resume review, general FAQ Game withing			
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Charles Randall Raphael van Lierop Julia Makivic Alex Sharp Mary Kenney Hannah Filjski Lestee Rim Catherine Litvatils Ket Ng Mirru Tatep	charlesandal AraphLife jinshivic ElenaFal Ieffe	Gane Design, Peogramming Marrahve, Gane Design Production, Gane Design Narrahve Narrahve Poduction Communication Communication TTRPG At, Business	Leadenthy, Game within, JP development Alternative controls, Indevanoe, sensors Team anagement, AAA Game withing, withing anoptie relever, resume review, general FAQ Game withing Community management, social media, marketing, job applications and preparation Community management, social media, inde Board games, similar digital games, gamesplay design, production Board games, similar digital games, gamesplay design, production			
Charles Randall Raphael van Lierop Julia Makoko Alex Sharp Mary Kenney Hannah Filipski Leskee Rim Catherine Litvailis Ket Ng Mirru Tatep Joshua Rubin	charlesandal charlesandal jmakvic ElenaFal ElenaFal leite leite leite leite, ansch may de leite lite Sift mirutatep Pogenanda	Gare Design, Programming Marradov, Gare Design Gare Design Production, Gare Design Narradov Narradov Communication Communication Communication	Leaderbip, Game withing IF development Alerahive controls in horizone, encours Taxin maragement, AAA Game withing, withing sample review, resume review, general FAQ Game withing Community management, social media, marketing, job applications and preperation Community management, social media, inde Board games, imiting data games, genepsity design, production Paval art, farting a freetence business, personal finance Game withing			
Charles Pandall Raphael van Lierop Julia Makkic Alex Sharp Mary Kenney Hannah Filpiski Lesiee Rim Catherine Litvatis Ket Ng Maru Talep Joahna Rubin Steven Lumpkin Braydon Beauleu	charlesandal charlesandal pinakive ElenaFal ElenaFal teltelte teltelte telteltelteltel	Gane Design, Programming Marrahve, Gane Design Gane Design Production, Came Design Narrahve Narrahve, Poduction Communication Communication Communication TIRPG Art, Basiness Narrahve Gane Designer, GA Narrahve	Leadenthy, Game withing IF development Alernahive controls, Indevaew, sensors Team amagement, AAA Game withing Game withing Community management, social media, marketing, job applications and preperation Community management, social media, marketing, job applications and preperation Puel att starting a freetance business, personal finance Game withing Systems designer			
Charles Randall Raphael van Lierop Jalia Making Mass Sharg Mass Sharg Lassibe Ram Catherine Lilvallis Catherine Lilvallis Catherine Lilvallis Kei Ng Janhaa Rubin Skeven Lumpkin Braydon Beauleu	charlesrandal charlesrandal mashke ElensFall elensFall elensEal elensEal beste sense mandat Pogeananda Sistemidaris BraydonBeauleu elekike	Game Design, Programming Amrathive, Game Design Orano Design Poduction, Game Design Narrathive Narrathive Communication Communic	Leadenthy, Game writing, IP development Alternative controls, Inderware, sensors Team anagement, AAA Game writing, writing angrite releve, resume review, general FAO Game writing Community management, social media, marketing, job applications and preperation Community management, social media, inde Board games, similar digital games, gameplay design, production Board gameplay design, production Board gameplay design, production Board gameplay design, production Board games, gameplay des			
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Charles Randall Raphael van Lierop Jalia Making Mass Sharg Mass Sharg Lassibe Ram Catherine Lilvallis Catherine Lilvallis Catherine Lilvallis Kei Ng Janhaa Rubin Skeven Lumpkin Braydon Beauleu	charlesrandal charlesrandal mashke ElensFall elensFall elensEal elensEal beste sense mandat Pogeananda Sistemidaris BraydonBeauleu elekike	Game Design, Programming Amrathive, Game Design Orano Design Poduction, Game Design Narrathive Narrathive Communication Communic	Leadenthy, Game writing, IP development Alternative controls, Inderware, sensors Team anagement, AAA Game writing, writing angrite releve, resume review, general FAO Game writing Community management, social media, marketing, job applications and preperation Community management, social media, inde Board games, similar digital games, gameplay design, production Board gameplay design, production Board gameplay design, production Board gameplay design, production Board games, gameplay des			
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Name	Twitter	Area	Specialties
Tom May	bridgewindsoup	Art	Destinate Proteinate The second s
Alexei Pepers	ampepers	Game Design, Programming	Environmenta & Solvake, Politiko rever
Nels Anderson	Nelsormensch	Game Design, Programming Game Design, Programming	recurrical design, inducedual generation, once engine, noglamining/design intersection
Adam Miller	Desmondia	Narrative	mate, statung status, rusin speaking, ierative evenopment Narative Desion
Jenny Windom	kimchica25	Communication	Ivariante Desgin Community development. Social Media. Streamers. Markelina Community development. Social Media. Streamers. Markelina
Fernando Melo	DiscoBabaloo	Production	Community development, Social mena, Sudamena, Mankang Large teams, Launch planning, Live support, Leadership
Mark Backler	MarkBackler		Large tearins, Laoinar pianimity, Live subport, Leadership Scripting, Funding, Starting studios
Alex Shedlock	TheShedlock	Game Design, Business Narrative, Production	Sarpang, runang, sarang suaaos Game witing, Narathe design, Indie, Freelancing Game witing, Narathe design, Indie, Freelancing
Christine Marten	thesmollestbirb	Communication	Same wing, Narative design, inde, Freelancing Community Management Commu
Jesse Nicodemus	JesseNicodemus		Community wanagement Film FX
Jesse Nicodemus Steven Messner		Art	
Jon Remedios	stevenmessner JonRemedios	Journalism Programming, Game Design, Business	Pitching, Freedanchig, Feature Witing, Interviewing Inde, Funding applications (Otheria), Unity engne
Jon Remedios Kirk			
Kirk Susie McReth	Kirk_du_soleil	UX, Research	User Experience Research
	susiemcbeth	Communication	Brand Manager, Marketing, Social Media, Community
Melissa Janowicz	deedlite	Game Design	Background in art, large and small teams
Drachis	Drachis	Art	Technical Art, Shaders, Python, Cill, Unity engine, Unreal engine
Julie Alexis Muncy	juliemuncy23	Journalism	Games journalism, Editorial
Leif	LiefJohnson	Journalism	Freelance writing
Alyssa Kollgaard	DiscordDystopia	Production, Communication, QA	Branding, Corporate culture, Community Management, Marketing, AGILE/Scrum
Kevin Hovdestad	lackofrealism	Communication	Branding, Social Media, Editorial, Content Strategy, Public Relations, Resume/Cover Letter
Emil Rodriguez	EmilRodriguez	Communication	Public Relations
Rachel Noel Williams	moelliams (Email: ro.noel@gmail.com)	Narrative	Narrative Design, Writing, Branching Narrative, Portfolio/Cover Letter/Resume reviews
Aiden Strawhun	AStraww	Journalism	Freelance journalism, Photography, Resume
James Davenport	my_beards	Journalism	Video production
Mel MacCoubrey	melqartiii	Narrative, Game Design	Portfolio reviews, Professional network, Resume
Nick	KynetykKnows	QA	Mobile, Test Planning, Network Testing, Security Testing, Analytics Testing, Management, Hiring
Matthew Moore	ironmaus	Game Design	Systems Design, Content Design, Tabletop Design, Feedback, Resume, Crowdfunding
Elaine Gómez	chulatastic	Game Design	Iterative Design, Systemic Design with UX focus, Portfolio Review, Resume/Cover Letter, Professional Network, Design Documentation Feedback
Rebekah Nicodemus	rebekah_nic	Communication	PR
Diego N. Arguello	diegoarguello66 (Email: diego6arguello6[at]gmail)	Journalism	Freelance Journalism, Criticism, Pitching, Share rates/contacts, Outlet recommendations
Alexander Fernandez	starveup	Business	Entrepreneurship, Finance, Business Development, Leadership, Studios/Games (https://www.youtube.com/channel/UCWE_KIZsSyEnqRGvN1TOO5w)
Diego Almazan	WarpedCoreDA_Go	Art, Game Design, Programming	Concept Art, 2D Art, C#, Unity3D
Jeremy Gable	Jeremy_Gable	Narrative	Storytelling, GameMaker Studio
Anthony McGlynn	AntoMcG (Email:a[dot]mcglynn89[at]gmail[dot]com)	Journalism	Pitching, Reporting, Research, Features and News Writing, Cover Letter/Resume review
Joel Burgess	JoelBurgess (Email: joel@joelburgess.com)	Game Design	AAA, Indie, Modding, Leadership, general guidance
Radu Muresan	VividHelix	Game Design, Programming	Puzzle Design, Prototype Review, Indie Sustainability, Solo Development
Jarran Hobson	jarranhobson	Art	3D Art, Prop Art, Character Art, Environment Art, Portfolio Reviews, Freelance
Carly Shields	UpgradedShields	Communication	PR, Marketing, Indie
Chris Behrens	Terynax	Game Design, Production, Narrative, Business	Design, Process, Team Management, Product Management, Corporate Culture, Worldbuilding, Content Design, Combat Design, System Design, Pitch, Preperation, Pre-Production Planning, Process, Product Analysis
Stephen	HeyStephenHey	Communication	Marketing, Management, General
Dan Thomas	PrettyMinty	Game Design	Mobile, Economy, Events, Quest, Level Design, Partfolio Reviews, Workshopping
Jill Scharr	JillScharr (Tweet @ so she can follow)	Narrative, Design	Game writing, Narrative design, Dialogue, Character voice, Immersive diegetic Design, Sch/Fantasy, Portfolio Reviews, Networking, Interview
Alexis Lessard	Alexis_Lessard	Programming	Gameplay, Unity engine, Portfolio and Resume
Jake Dekker	jacobdekk	Journalism	Video Editing, Writing, Hosting, Youtube, Photoshop, Cameras, Video Capture, Podcasting, Resumes
David Su	usdivad	Audio, Programming, Game Design	Musical interactivity, Audio Programming, Audio Implementation, C++, Unity engine, C#
Kartik Jayaraman	jkartik	Production, Programming	Gamepiay Programming, Tech Production
Michael Murphy-Burton	oldmanhero	Programming, Game Design	Unity engine, C#, Java, Javascript
lker	Ikeruga	Programming	Engine, Graphics (NOT an internship, an offer to answer questions), Spanish OK
Oscar Gilmour	OscarGilmour2 (email: authortsukuyomi@gmail.com		Narrative Design, Branching, Visual Novels, Critique
Janneke van Ooven	maquannas (Email: ajmvanooijen@gmail.com)	Communication	Influencer relations, Graphic Design, Live Stream Production, Hosting
George	GeorgeClothier	Communication	Paid Social, Social Media, Graphic Design, non-college careers
Alphastream	Alphastream	TTPBG	Authoring products, Publishing TTAPS, RPS Design
Mat Paget	MatPaget	Journalism	
Justin Ma	iarmustard	Game Design, Art	Pixel Art. Indie. Prototyce Feedback. Pitch Feedback
Parisa Nafis	Email: parnafis@gmail.com	Art	Pieter AL, mule, Piologye Fesulas, Pieteralas, Pieteralas 30 Environmental AT, Festuras, At, Freetancing, Starting Business in Australia
James Wakeham	VideoJamesDev	Game Design, Programming	So Christiane Bashu, Takue Pru, Treesan Kung, Slaming business in Australia Card Same Bashu, C.S., Uhily engine, Indie
Andrew Yip	RiotUmbrage	Game Design, Programming Game Design	Card Gand Beargn, Ou, Omy Engine, inter
Andrew Tip August	augustibrown	Production. Business	Production, publishing, pitching to publishers
Jeff Zhang	Xhandhai	UX	Production, paulisting, pricing to publishers in a constraint of publishers other Officings: Portfolio reviews. Design mentorship in-game UX, Netboards Systems Other Officings: Portfolio reviews. Design mentorship
Stephen Meyerink	simtaelus	Localization	Japanese to English translator/localization, games, books, manga, music