Name	Twitter	Area	Specialties
Katie de Sousa	KatiedeSousa	Art	Concept art, illustration
Laura Michet	lmichet	Journalism	Freelance writing, Clients
Manveer Heir	KingCurryThundr	General	Indie Founder
AK Fedeau	akfedeau	Narrative	Writing, narrative design
David Tiegan	kingofarabi1	Narrative	Freelancing, rates
Anna Webster	annacwebs	Narrative	Writing, narrative design
Ivory	SixFeetZen	Narrative	Writing
Kathy "Morgan"	Kathy_E_J	General	Not open for mentorships, offering cover letter reviews and limited financial support
Shayna Moon	qorquiq	Production	Production, public speaking
Isshak	gravitypixel	Communications	Brand management, communications, social media, marketing, community
Katie Chironis	kchironis	Game Design	AAA and mid-sized
Ju Li Khaw	Juleshortstuff	Animation	Reel review, industry knowledge
Liz England	lizardengland	Game Design	AAA, portfolio advice
Sam Sharma	s3rioussam	Production	
Josie Brechner	visagermusic	Audio	Music composition, sound design, audio implementation
Sophie Mallinson	sophmallinson	Narrative	AAA
Marina Ayano K	even_kei	General	Indie
Rachel Presser	nyhcmaven84	Business	Entrepreneurship, freelancing, taxes, marketing
Victoria Tran	TheVTran	Communications	Indie marketing, PR, social media
Anthony Jauneaud	iamleyeti	Narrative	Writing, structure, localization
Mike Ren	mikerenyi	Game Design	Social impact games
Reb Palacios	rebheartsyou	UI	Can mentor in French
Marina Diez	Ninfa_dp	Game Design	Breaking in, emotional design, ethical design
Nina Freeman	hentaiphd	Game Design	Offering both mentorship and playtesting
2DArray	2DArray	Programming, Game Design	Open for questions, tutorials at demoman.net
Jing	jingofalltrades	Business, Communication	Resume reviews, presentation skills, product management, entrepreneurship, experience design, events, brand/marketing, merch, biz ops.
Stanislav Costiuc	farlander1991	Game Design	Also has a Youtube tutorial account: https://www.youtube.com/farlands
Rachel	Axis_of_Anarchy	Communications	Community
Justin Berenbaum	scslug	Business	Pitching to publishers and investors
Luke Newell	lukenool	Art	Illustration, drawing, design, storyboards
Jasmin Habezai-Fekri	lowpolycurls	Art	3D Environmental Art, offering portfolio reviews, advice, feedback
SJ	SJ_NerdOfPrey	Game Design, Narrative	Writing, voice over direction, systems design, cinematic design, pitching, creative leadership
Morgan Lockhart	missdoomcookie	Narrative	Game writing, content design, porfolio reviews, connections
Zoe Quinn	UnburntWitch	Game Design	
Bobby Stein	BobbyStein	Narrative	Mentorship program full, can contact if interested in next one
Chandana Ekanayake	Ekanaut	Art, Game Design, Business	Starting a studio
Sabine	enibolas	Academia	
Jean Leggett	JeanLeggett	Business, Narrative	Resume review, public speaking, indie startup, life coaching
Jill Murray	disco_jill	Narrative	In-house and freelancing
Keerthik	keerthiko	Business, Mobile	Entreprenuership, immigration, imposter syndrome, remote work, cultural barriers
J	jbtuason	Art	Tech art, shaders, portfolio reviews, advice
Tara Brannigan	kindofstrange	Communications	Community, player support
Bobby Lockhart	bobbylox	Game Design	
Len	AlennMakes	Nonprofit	Grant writing, Toronto-based art nonprofit oppportunities
Andrew Walsh	englishscribe	Narrative	Writing, narrative design
Celia Hodent	CeliaHodent	UX	
Jane Ng	thatJaneNg	Art	Environmental art, not open for mentorship, open to portfolio review and questions
Hannah Nicklin	hannahnicklin	Narrative, Production, Academia	Studio lead, bizdev, best approached later in the year
Elaine Gomez	chulatastic	Game Design	Resume, portfolio, cover letter, documentation, prototype advice
Xavier	xavierck3d	Art	3D character artist
Christina Antoinette Neofotistou	castpixel	Art	Pixel art, illustration
Mike Jungbluth	lightbombmike	Animation	
Amanda Kirk	AmandaLKirk	Game Design	
Carmen Askerneese	CAskerneese	Game Design	
Sarah Longthorne	sarahlongthorne	Narrative	Game writing, narrative design
Ryan Benno	BryanRenno	Art	Environment art, AAA
Tomas Palazzi	TomasPalazzi	Audio	Music composition, music theory, harmony, orchestration
Steve Jaros	SteveJaros	General	
Eddie Parker	eddieparker	General	
Algorythmic Studios	AlgorythmicSG	Mobile	
Roger	smelltheheat	Production	Producer at a publisher
Christal Hazelton	crhazelton1	Narrative, Production	
Aidan Cushing	RabbitRunDev	Programming	Unreal Engine
Neil Bickford	neilbickford	Programming	Computer graphics, algorithms, Vulkan, OpenGL, ray tracing, texturing, materials, Unity engine
Hugh Trombley	ilyhugh	Art	Prop art, materials, textures, VR
Ben Rausch	Ben_Rausch	Art, Narrative, Game Design, Business, Communications	
Sam	samwiththejs	Research, Communications, Business	User research, marketing, community development, business dev
Nicholas Wilby	npw22	Programming	UI Programming
John Cooney	jmtb02	Business	Indie publishing, funding, budgeting, business development
Vee Pendergrast	V_garpend	Business	Business grant applications
Cat Manning	catacalypto	Narrative	Writing, narrative design
Riot Eneopa	HelloAlexVo	QA, Art, Education	Concept art, illustration, teaching, AAA and Freelance experience
Duncan Adamson	AdamsonDuncan	Programming	Engineer
Jed Bellini	Graktauk	Game Designer	AAA, will mentor, review resumes, cover letters, provide design feedback
Saffron Aurora	Lemondaurora	Art	Art director, freelancer, indie games, comics
Conor Walsh	BustedKeyboards	QA, Narrative	
Bryant Cannon	LaserCannon	Programming, Game Design, Production	Unity engine
Landon	landongn	Programming	
Shuai Liu	shuailiu	Programming	C++, backend, general exp
Peter-Pike Sloan	PeterPikeSloan	Programming, RnD	Graphics developer, AAA
Simon Vickers	SmoothFloat	Game Design	Portfolio reviews, general advice
Utopie Selective	utopieselective	Art	Concept artist, art director, movies and games. Offering mentorship, help, portfolio reviews
9of9	NineofNein	Art	Tech art
Ashley Wixted	saltiestbunny	Art	Pixel art, assets, visual dev
Kwan Perng	kperng	Narrative	Game writing, narrative design, portfolio and writing feedback, interview, job search help
Satoshi Arakawa	three_delite	Art	Character artist, portfolio reviews, feedback
Foge	FogeZombie	Game Design	Systems design, combat design, design direction, leadership, mid to AAA
Jon Melchiade	TheFrex	Game Design	
Quentin De Beukelaer	QuentDeBeuk	Game Design	AAA and indie
Jesse Harlin	oogew	Audio	Music composition
Hood	The_Hood101	Programming	C++, Unity engine
Aura	MOOMANIBE	Animation	Indie freelancing, offering advice and feedback
GamingGameDev	GamingGameDev	Progammer	Engineer, multiple platforms
Daniel Boutros	DanilikesJuju	Game Designer, Producer	VR
Dene Carter	Fluttermind	Game Design	
Futch	Futch007	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	EelkeSchipper	Programming	
Ed Earl	EdEarlDev	Programming, Game Design	Unity engine, C#, software architecture
Adoné Kitching	AdoneKitching	Production	Scheduling, budgeting, process design, team communication, resumes, cover letter, press releases
NJ Labeikovsky	Darkana	Production	Project management, localization
Cara Ellison	[No Twitter] caraellison@gmail.com	Narrative	Game writing, narrative design
Ed Lago	edlago	Production	Project management, small-mid sized teams, outsourcing, VR/AR
Stav Hinenzon	StavHinenzon	Game Design	Unreal Engine 4, Unity engine
Geoff Marsi	glmarsi	Programming, Game Design	Systems design, AAA
Johnnemann	johnnemann	Programming, Narrative, Business	Unity engine, Unreal engine, small business
Liam Twose	liamtwose	Other	Virtual chat about gamedev career, an invitation to pitch their game at PitchYaGame.com on 6/30/20
Jake	AlphaLvSim	Game Design	Metagame systems, LGBTQ
David Clarke	DCOneFourSeven	Programming	Programming advice,CV writing, interview help
Matt Wieteska	gamecat	Narrative, Audio	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	kurai	Game Design	
Fito Casella	fitocasella	Programming	PM
Mark Kilborn	markkilborn	Audio	AAA sound design, implementation, field recording
Yossi Horowitz	YossiMH	Programming	small to mid-sized teams
Dr. Jess	jess_ingrass	Non-games	Python, SDET, QA, willing to review resumes
Sam Sternklar	Aureon71	Programming	
Gabin Jirodet	gabjir	Narrative	Lore, dialogue, environmental storytelling, game features
Ranjani	runjnee	Production	CV, access to network, methodologies
Chris Judkins	ChrisJ3D	Art	Realtime VFX
Lisa	SilverSober	Communications	Networking, social media, LinkedIn
Mariza Dima	Marizolde	UI, UX, Programming, VR	
John Nejady	ProducerJohnN	Production	Prefers to mentor over calls
Sjors DL	Madamadamado	Art	VFX artist
Steph Everett	Anuxinamoon	Art	3D artist
Amanda Christensen	mandersmash	Art	AAA character and creature concept art
Butterscotch Shenanigans	BScotchShenani	Business, Art	Studio operations, webdev, devOps, 2D art, Advertising
Annie VanderMeer	Murderblonde	Game Design, Narrative	Resume, portfolio help, AAA and indie
John Ebenger	EbengerJohn	Art	Cinematic in AAA
Jacinta	cintavu	Art	Environment and prop art, offering portfolio reviews, one-on-one calls
Greg Buchanan	gregbuchanan	Narrative	Website, portfolio review, CV, writing feedback, see here; https://twitter.com/gregbuchanan/status/1267549158002642947
Chris Gardiner	CHGardiner	Narrative	narrative design/direction, writing, indie
Michael Chu	westofhouse	Narrative	Writing, worldbuilding, narrative design, career advice
Trish	TravelSizeTrish	Communications	Social media marketing, organic and paid, community management

Name	Twitter	Area	Specialties
Will Kerslake	wkerslake	Game Design	AAA
Joe Quadara	bazooie	Business	Funding games
Franck Fitzyk	FranckFitzyk	Game Design	Level design
Jeryce Dianingana	JeryceDia	Art	3D Environment art, portfolio reviews
Adam Esat	adamesat	Art	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	kentquirk	Programming	
Steph Scrub	SeffyM	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	sectaurs (contact LiToast)	Art	
James Tottman	JiM_FX	Art	VFX, AAA
Jose Abalos	jpalz	Game Design	
Ben Sabin	benjamin_sabin	Narrative	Writing, narrative design, portfoilo review/feedback, breaking in
Joshua Hughes	ZookeyTK	Studio	indie
James Bartholomeou	iyagovos	Communications	PR, marketing
Lucas Maupin	LucasMaupin	Game Design	Level designer, France/Ireland
Benji Smith	benjinsmith	Programming	C++, Unity engine, C#
Taylor Epperly	TheMageling	Game Design	AAA
JC Lau	drjclau	Production, QA	breaking in, interviewing, developing advocacy groups/diversity committees
Andrew Bair	BearInATie	Programming	AAA, UI programming, accessibility advocacy
Dawn Carlos	dawndundundun	Art	Concept art, illustration
Mark Nauta	M_Nauta	Game Design	strategy/tactics, RPG systems
RY	pokpojpijpo	Programming	Engine, gameplay, AAA
Justin Marshall	jmarshall3d	Art	3D, Modelling, Texturing
Scott Hawkes	_ScottHawkes	Narrative	Worldbuilding, AAA
Allen Turner	CouncilOfFools	Game Designer, Narrative	
Andrew	StickPunch	QA	AAA
Drew Murray	PlaidKnuckles	Game Design	AAA, career advice
Josh Sawyer	jesawyer	Game Design, Narrative	System design, directing projects
Hal Sandbach	HSandbach	Game Design	
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	varricsbianca	Game Design	Level design, AAA
Carrie Sloane	carriesloane	Art	Environmental, prop art
Cat Farinas	CatFarinas	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	djedery	General	
Lissa Capeleto	uberlis	UI	Mobile
Tim Rodriguez	dicefoodlodging	Game Design	TTRPG, publishing, voice-interaction designer
Michael Jones	MikeJonesAudio	Audio	Sound design, composition
Betty	bettytherob	Animation, Narrative	Storyboarding, narrative design, game writing, portfolio advice, chats
Pinar Temiz	shegoeslocofoco	Audio	Sound design
Austin F Frank	RiotNitsuabo	Data	Data science, data engineering, people management
Rob Nesler	NeslerRob	Art, Animation	2D, 3D art, portfolio review
Daniel Chamberlin	danjchamberlin	Production	
Edgar Castro	EonNomad	QA, Game Design, Audio	Level design, testing, sound design and music
Elliott Mitchell	Mrt3D	Art, Programming, Business	AR/VR, mobile
Ed R.	FiniteZombie	Programming	3D math, Unity engine, C#, Unreal engine, C++
Manda Farough	AmandaFarough	Business	Media training, pitch deck review, general business
Mike Futter	Futterish	Business	Media training, pitch deck review, general business
Sarah Spiers	sspiers_k	Production	
James	jamesdevstory	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	TreverBerryman	Game Design, Narrative	Remote work, resume review
Patrick Redding	Holesinteeth	Narrative	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	jfgnord	Game Design	Level Designer, World Designer
Meredith	merryh	Communications, Business, Production	Business development, grants, accessibility, Marketing
Kelly	TheMindWright	Programming, QA, Research	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	gabbydarienzo	Art, Business, Communication	2D art, 3D art, small studio, business development, marketing, JPN/FR OK
Moo Yu	oneofmoo	Programming, Business	Starting companies
Laura	fournierlaura	Production, Communication	Communication management
Kait Tremblay	kait_zilla	Narrative	Narrative design, game writing
Bo Marit	BoMarit89	Communications	Community Management
Melody Cuthbertson	red_vanda	Production	Project Management, Agile, Presenting, CV/Interviews, Team management
Sitara	SitaraS90	Production	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	dominickjohn	Art, Programming, Game Design	
Nik	NikPantis	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	mcbernard	Communications	PR, event planning
Michael Brown	mikegbrown	Game Design	
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	MegaMasao	Production	
Chenin Matthews	akhmourne	Communications	Community, social media, AAA
Bruno Laverny	H3gor	Communications	Marketing, Community Management
Steve	_SteveThornton	Game Design	AAA
Mike Hamilton	MtHamilton	Production	AAA and Indie
Marri	Marri	Narrative	Narrative Design, Game writing, AAA, "What's AAA like"
Vitor Malcher	VHMalcherF	Game Design, Communication	Indie design, Community Management, Portuguese OK
Nikolas Kolm	NKuillAndInk	Game Design	Quest Design, AAA
Stefan Baier	NerdyNarrative	Game Design, Business	Indie, Starting studios, Team building
Farah Coculuzzi	farahcoculuzzi	Production	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	Seemo	Business	Funding, Co-op, Alternative business models, founding studios
Alex Dewey	TheKidDewey	Other	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	timatkins	Audio	Sound Design, Dialogue editing
Antonio Cara	Pasta_Taco	Communication, Business, Research	Community, Customer Support, Market Research. JP/Korean companies
Brian Hicks	Hicks_206	Production, Game Design	Games as a Service
Charles Randall	charlesrandall	Game Design, Programming	People management
Raphael van Lierop	RaphLife	Narrative, Game Design	Leadership, Game writing, IP development
Julia Makivic	jmakivic	Game Design	Alternative controls, hardware, sensors
Alex Sharp	ElenaFall	Production, Game Design	Team management, AAA
Mary Kenney	maryknews	Narrative	Game writing, writing sample review, resume review, general FAQ
Hannah Filipski	leftie	Narrative	Game writing
Leslee	leslee_annsh	Narrative, Production	Game writer
Rim	rim_aj	Communication	Community management, social media, marketing, job applications and preperation
Catherine Litvaitis	LitvacArt	Communication	Community management, social media, indie
Ket Ng	Slift	TTRPG	Board games, similar digital games, gameplay design, production
Mirru Tatep	mirrutatep	Art, Business	Pixel art, starting a freelance business, personal finance
Joshua Rubin	Pogoananda	Narrative	Game writing
Steven Lumpkin	Silent0siris	Game Designer, QA	Systems designer
Braydon Beaulieu	BraydonBeaulieu	Narrative	Narrative Design
Beth Beinke	ebeinke	Game Design	Level design, please approach no sooner than mid-June 2020
Taro Omiya	taro_omiya	Programming, Game Design	Unity engine, C#, game feel, puzzles, tutorials
Katie Better	somethingbetter	Animation	Motion capture (mocap), public art
Michael Ailshie	mailshy	Business	Product Operations
Chris Meyer	TheRealKeyens	Game Design	Systems designer
Gemma Cooper	x_GemGem	Communication	PR, esports, Marketing
Laurent Mercure	laurentmercure	Communication	Community management, Marketing, Indie
Sarah Dawson	SarahEveryone	Communication	PR, Community, Marketing
Sarah Wellock/Little Oryx	SarahWellock84	Communication	PR, Community, Publisher side
Dana Trebella	dtrebella	Communication	PR, Marketing, Strategy
Steven Stadnicki	shaterri	Programming	Algorithmics
David Ortiz	kroniksan	Communication	Community management, social media
Anastasia	cosmozaec	Art, Animation	VFX, animation, non-games, UV mapping and texturing, texture feedback
Genevieve	gankstrr	Business, Communication	Self publishing, Marketing, PR, Business development
Lucas Annunziata	Annunziata3D	Art	3D Environmental art, Stylized art
Liam Wong	liamwong	Art, UI, UX	Art direction, Career, Graphic design
Skaya	CinnamonPossum	Art	Character art, Portfolio review

Name	Twitter	Area	Specialties
Tom May	bridgewindsoup	Art	Environmental art, Software, Portfolio review
Alexei Pepers	ampepers	Game Design, Programming	Technical design, Procedural generation, Unreal engine, Programming/design intersection
Nels Anderson	NelsormenschNelsormensch	Game Design, Programming	Indie, Starting studios, Public speaking, Iterative development
Adam Miller	Desmondia	Narrative	Narrative Design
Jenny Windom	kimchica25	Communication	Community development, Social Media, Streamers, Marketing
Fernando Melo	DiscoBabaloo	Production	Large teams, Launch planning, Live support, Leadership
Mark Backler	MarkBackler	Game Design, Business	Scripting, Funding, Starting studios
Alex Shedlock	TheShedlock	Narrative, Production	Game writing, Narrative design, Indie, Freelancing
Christine Marten	thesmollestbirb	Communication	Community Management
Jesse Nicodemus	JesseNicodemus	Art	Film FX
Steven Messner	stevenmessner	Journalism	Pitching, Freelancing, Feature Writing, Interviewing
Jon Remedios	JonRemedios	Programming, Game Design, Business	Indie, Funding applications (Ontario), Unity engine
Kirk	Kirk_du_soleil	UX, Research	User Experience Research
Susie McBeth	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, C#, 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_KfZsSyEnqRGvN1TOO5w)
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, Portfolio Reviews, Workshopping
Jill Scharr	JillScharr (Tweet @ so she can follow)	Narrative, Design	Game writing, Narrative design, Dialogue, Character voice, Immersive diegetic Design, Scifi/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	Gameplay Programming, Tech Production
Michael Murphy-Burton	oldmanhero	Programming, Game Design	Unity engine, C#, Java, Javascript
Iker	Ikeruga	Programming	Engine, Graphics (NOT an internship, an offer to answer questions), Spanish OK
Oscar Gilmour	OscarGilmour2 (email: authortsukuyomi@gmail.com)	Narrative	Narrative Design, Branching, Visual Novels, Critique
Janneke van Ooyen	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	TTPRG	Authoring products, Publishing TTRPG, RPG Design
Mat Paget	MatPaget	Journalism	
Justin Ma	jarmustard	Game Design, Art	Pixel Art, Indie, Prototype Feedback, Pitch Feedback
Parisa Nafis	Email: parnafis@gmail.com	Art	3D Environmental Art, Texture Art, Freelancing, Starting Business in Australia
James Wakeham	VideoJamesDev	Game Design, Programming	Card Game Design, C3, Unity engine, Indie
Andrew Yip	RiotUmbrage	Game Design	
August	augustjbrown	Production, Business	Production, publishing, pitching to publishers
Jeff Zhang	Xhanghai	UX	In-game UX, Metagame Systems Other Offerings: Portfolio reviews, Design mentorship
Stephen Meyerink	sjmtaelus	Localization	Japanese to English translator/localization, games, books, manga, music