

Mighty Mobile: why my job is awesome

Russell Clarke

Director of Product Development
Ideaworks Game Studio



Wednesday, December 7, 2011, 15h-16h

Goldsmiths College, New Academic Building, 3rd floor, NAB 326
www.gold.ac.uk/find-us/

Russell will cover the history, status quo and possible direction of games on mobile phone platforms.

Russell has 13 years of experience in games and mobile software, starting at Stainless Software working on Carmageddon II, after graduating from Cambridge University in 1998. Since joining Ideaworks in 2005, Russell has held several key roles in the Game Studio division of the company, and is currently responsible for new IP development and product strategy.



In mid 2009, Ideaworks3D was restructured into two distinct operations, with *Ideaworks Game Studio* developing for Smartphones but with a remit to focus on a broader range of cross-platform, download capable, handheld and console platforms. *Ideaworks Labs* continues to focus on its world leading cross platform technology development, with its AirPlay SDK now available commercially.

Seminar — CGE

www.gamesgoldsmiths.com

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