

FERRIS MEDIA FESTIVAL

Ferris Media Festival 2017 Schedule

Thursday April 20:

3:00PM-5:00PM	Alex Kimbrough	Directs TDMP 385 in IRC 153C
6:00PM-8:00PM	Aaron Peterson	Film Screening/Q&A in BUS 111

Friday April 21:

9:00AM-9:15AM	Opening Remarks	Glen Okonoski
9:15AM-10:15AM	Josh Freeney	Yeti/CGI Game Artist
10:30AM-11:30AM	Alex Kimbrough	TV Director
11:45AM-12:45PM	Aaron Peterson	Michigan Ice Film
12:45PM-1:30PM	Lunch	
1:30PM-2:30PM	Tony Trudeau	Game Business/DAGD Grad
2:45PM-3:45PM	Will Bonner	Google VR/Programming
4:00PM-5:00PM	Jerry Berlongieri	Game Sound Design

*All events will take place in the IRC building.
Room assignments will be posted on the day of event*

Ferris Media Festival 2017 Presenter Biography

9:15AM-10:15AM Josh Freeney – Yeti/CGI Game Artist

YETi CGI, Inc. was founded in 2010 by university instructors as a game design and development studio to provide university students with the experience they need to gain employment in the industry. YETi served as an art and code outsource solution for a list of major companies that includes Disney, Nickelodeon, Rich Dad, GSN, Aptima, Kixeye, Steelcase, and Zynga. But since its inception, YETi has always been a place for practical futurists who live in the present.

10:30AM-11:30AM Alex Kimbrough – TV Director

Currently Director at WJBK Fox 2 Detroit, currently Freelance Director at WTVS-56 Detroit Public Television, formerly President of Detroit Chapter National Association of Black Journalists

11:45AM-12:45PM Aaron Peterson – Michigan Ice Film

Producer of Michigan Ice Film. Aaron Peterson is a photographer and filmmaker based near Lake Superior on Michigan's Upper Peninsula. For over 10 years he's been bringing the rugged landscape and unique way of life of his region to the world stage. Along the way, his work has appeared in publications like Outside, National Geographic Adventure, Outdoor Life and many more.

12:45PM-1:30PM Lunch

1:30PM-2:30PM Tony Trudeau – Game Business/DAGD Grad

Senior art coordinator currently at Pocket Gems. I've been in the game industry for 7 years. The games I've worked on include Farmville, War Dragons, Hidden Agendas: The Lionheart Mystery, Mafia Wars, GoPets, Campus Life, Paradise Cove, Night at the Museum, Secret Passages, and Book of Secrets.

In addition to being an artist, I have also had the chance to manage Farmville's art team as a producer using the agile/scrum method. During that time I helped save the company over 400 man hours and received an award for practices I put into place that would carry over into the rest of the company. I later was sent to India to train our outsource team there as the acting art director. Currently I work at Pocket Gems as an Senior Art Coordinator, moving between projects as people need me to keep them on track and starting up new game teams. Currently on an unannounced project managing a team of artists, designers and programmers.

2:45PM-3:45PM Will Bonner – Google VR/Programming

Will is a lead engineer on a new series of VR appliances that Google are developing.

Previously he worked a QA engineer at RIOT (makers of the wildly popular game League of Legends)

Will has extensive coding experience, and process development skills and could easily explain the requirements of such a position.

4:00PM-5:00PM Jerry Berlongieri – Game Sound Design

Currently Audio Director for Take-Two Interactive Software, formerly Audio Director for Microsoft Game Studios, formerly Sr. Sound Designer for Activision.