

20th Anniversary Schedule

Morning Block

8:30-10:00 am – Registration

9:45 am – Welcome Message

10:00 am – Opening Keynote | Tom McFarland

11:00 am – Panel Discussions | Track Specific

Lunch Break | Pack lunch, treats, local eateries available + free pizza (limited)

Afternoon Block

1:00-5:00 pm – Workshops / Presentations

Cascade Rooms | A-E

A-B | Web Design & Development

C | Digital Cinema

D | Animation & Game Development

E | Audio Production

Creek Rooms | Track Assigned

| Portfolio Development Sessions

Dinner Break | Enjoy local eateries with friends, new connections, and enjoy life!

Evening Block

6:00-8:00 pm – Film Screening | Cascade Rooms Combined

6:00-10:00 pm – Networking Hall | North Pre-Function

Cascade Rooms A-E in Open Layout | From 8:30 - 10:00

A-B | Web Design & Development

C | Digital Cinema

D | Animation & Game Development

E | Audio Production

Creek Rooms | Track Assigned

| Portfolio Reviews & Career Assessment

6:00-10:00 pm – Evening Music Mixer | Ballroom C - 2nd Floor

Animation & Game Development

Morning Block

11:00 - 12:00 | Panel Discussion > Room: **Cascade D**

Navigating the Minefields of Military Contracting

Marty Clayton (Moderator), Utah Valley University, Associate Professor

Richard Turner, Trideum, Chief Design Technologist

Kevin Webb, Trideum, UX Prototyper

David DiGirolamo, Tektonux, Creative Director of User Experience

Steve Michie, Tektonux, Unity 3D Developer

Tyrell Scott, Tektonux, Technical Artist and Programmer

Lunch Break | Pack lunch, treats, local eateries available + free pizza (limited)

Afternoon Block

1:00 – 5:00 | Workshops – Presentations > Room: **Cascade D**

1:00 - 1:50: Matt Watts, Toon Boom, Rigger, Cut-Out Animator, and TD Contractor

2:00 - 2:50: Troy Tylka, Lighting and VFX, Herne Hill Media

3:00 - 3:50: Colin Geil, Epic Games, Technical Animator

4:00 - 4:50: Q&A with Animation & Game Dev Alumni

Portfolio Development Sessions > Room: **Silver Creek**

1:00 - 1:50: Devin Egelston, Turn 10 Studios - A Microsoft Company, Producer

2:00 - 2:50: Matt Watts, Animation Contractor

3:00 - 3:50: Sarah Stewart/Zachary Thorpe, Future House Studios, 3D Rigging

4:00 - 4:50: Ben Judd, Warner Bros., 3D Character Dev & VFX

Dinner Break | Enjoy local eateries with friends, new connections, and enjoy life!

Evening Block

6:00 – 10:00 | Evening Activities > **Cascade + Creek Rooms + 2nd Floor**

6:00 – 8:00 | Mini-Job Fair > Room: Pre-Function Area > **Pre-Function Area**

6:00 – 10:00 | Open Portfolio Reviews + Career Assessment > **Creek Rooms**

8:00 – 10:00 | Alumni Bingo + Prizes > Room: **Cascade Extended Ballroom**

Private Film Screening > Room: **Cascade Extended Ballroom**

6:00 – 8:00: A special screening of the Sundance debut of 'Aliens Abducted My Parents and I'm Feeling Kinda Left Out' with Jake Van Wagoner, Jeremy Prusso, and Micah Merrill: Producers

Live Music Mixer > Rooms: **Ballroom C – 2nd Floor**

6:00 – 7:00 pm | Rock Llama

8:00 – 10:00 pm | Queenadilla

Digital Audio

Morning Block

11:00 - 12:00 | Panel Discussion > Room: **Cascade E**

Audio Career: Who's got the right stuff?

Arlen Card (Moderator), Utah Valley University, Associate Professor
Andrew West, 1-800-Contacts, Data Engineer, and Freelance Media Production
Sean Madsen, Re-Recording Mixer, Warner Bros. Studios
Lance Montgomery, Game Composer and Sound Designer

Lunch Break | Pack lunch, treats, local eateries available + free pizza (limited)

Afternoon Block

1:00 – 5:00 | Workshops – Presentations > Room: **Cascade E**

1:00 - 1:50: Sean Madsen, Re-Recording Mixer, Warner Bros. Studios
2:00 - 2:50: Lance Montgomery, Game Composer and Sound Designer
3:00 - 3:50: Miles Fulwider, ADK Microphones, CEO (Zoom Conference)
4:00 - 4:50: Aaron Kopp, V.P. of Training/Recruitment, Poll Sound + Jason Knoell, Audio Production Instructor, Davis Catalyst Center

Portfolio Development Sessions > Room: **Hobble Creek**

1:00 - 1:50: Andrew West, 1-800-Contacts, Data Engineer, and Freelance Media Production
2:00 - 2:50: Jason Knoell, Audio Production Instructor, Davis Catalyst Center
3:00 - 3:50: Sean Madsen, Re-Recording Mixer, Warner Bros. Studios
4:00 - 4:50: Lance Montgomery, Game Composer and Sound Designer

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Digital Cinema

Morning Block

11:00 - 12:00 | Panel Discussion > Room: **Cascade C**

The Best Jobs You Never Heard Of...

Alex Nibley (Moderator), Utah Valley University, Associate Professor
Briana Jeanne Wall, Script Supervisor "Scripty"
Lauralee Browne Gonzalez, Freelance Film & Commercial Producer
Stefania Barr, Motormind Media, Asst. Director
Andy Matthews, Timber Picture Co., Film and Television Editor

Lunch Break | Pack lunch, treats, local eateries available + free pizza (limited)

Afternoon Block

1:00 – 5:00 | Workshops – Presentations > **Room: Cascade C**

1:00 - 2:30: The Femme Impact w/Amy Redford, Filmmaker
3:00 - 3:50: Corporate & Commercial Production – Bryce Allred Chamber Media, Marcus Aedo–Charles Schwab, and Danor Gerald–Brand ONE Media llc
4:00 - 4:50: The UVU Diaspora: Alumni Outside of Utah w/Peter Walters, Beijing, and Brandon Steenhoek, Los Angeles (Zoom Conference)

Portfolio Development Sessions > Room: **Soldier Creek**

1:00 - 1:50: Duane Anderson, Post-Production
2:00 - 2:50: Alex Nibley, Writing for the Screen
3:00 - 3:50: Kevin Smith, Cinematography
4:00 - 4:50: Rapid Networking (Professional Speed Pitch) **Battle Creek**

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Web Design & Development

Morning Block

11:00 - 12:00 | Panel Discussion > Room: **Cascade A+B**

Navigating Artificial Intelligence in Software Engineering

Josh Knell (Moderator), BloomTech, Director of Instructional Design
Caleb Hicks, SchoolAI, Founder
Thor Anderson, Utah Valley University, Associate Professor

Lunch Break | Pack lunch, treats, local eateries available + free pizza (limited)

Afternoon Block

1:00 – 5:00 | Workshops – Presentations > Room: **Cascade A+B**

1:00 - 1:50: Hiro Takahashi, 1-800-Contacts, Systems Engineer IV
2:00 - 2:50: Dillon Winspear, Awardco, Head of Product Design
3:00 - 3:50: Jenny Mack, Entrata, Director of Design
4:00 - 4:50: Thomas Winkley, Unity, Senior Education Advocate

Portfolio Development Sessions > Room: **Battle Creek**

1:00 - 1:50: Rapid Networking (Professional Speed Pitch) Session 1
2:00 - 2:50: Rapid Networking (Professional Speed Pitch) Session 2
3:00 - 3:50: Extended Reality Portfolio Development
4:00 - 4:50: Patrick Cox, Blackthorn Software, Product Lead...A.K.A Code Warrior

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Evening Block

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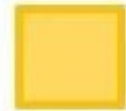
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FREE PARKING



PAID PARKING



FREE AFTER
5:00 PM AND
WEEKENDS

EXPLORE
UTAH
VALLEY



1



Hyatt
Place

Provo
Marriott



3



4



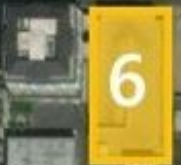
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UVCC



5



6



9



10



7



8



UTAH VALLEY CONVENTION CENTER PARKING

Main Entrance: 200 W Center Street, Provo, UT 84601

North Entrance: 95 N Freedom Blvd., Provo, UT 84601

1 Freedom Lot [surface parking]

225 N Freedom Blvd., Provo, UT 84601

Free— 400 spaces

2 UVCC Lot [surface parking]

250 W 100 N, Provo, UT 84601

Free— 41 spaces

3 Provo Marriott [parking garage]

70 N 100 W, Provo, UT 84601

Non-hotel guests: \$6 for 2 hrs., \$2 each additional hr.,

\$25 max or overnight

6'6" clearance

4 Provo Towne Square [parking garage]

60 N 100 W, Provo, UT 84601

\$2 per day (top level, unmarked)- 221 spaces

5 City Center/Police Lot [surface parking]

400 W 100 S, Provo, UT 84601

Free— 216 spaces

6 Wells Fargo Center [parking garage]

65 E 100 N, Provo, UT 84601

Free- 508 spaces

7' 8" clearance

7 Health and Justice [surface parking]

50 E 100 S, Provo, UT 84601

Free— 100 spaces

8 Health and Justice [parking garage]

39 E 200 S, Provo, UT 84601

Free— 450 spaces

7' 0" clearance

9 Nu Skin Building [parking garage]

140 W 100 S, Provo, UT 84601

Free after 5:00 PM & on weekends— 450 spaces

10 Nu Skin Lot [surface parking]

257 W 100 S, Provo, UT 84601

Free after 5:00 PM & on weekends— 127 spaces