Come join us for our yearly student Expo!

- Gain valuable industry advice
- Delve into the world of programming
- Immerse yourself in games
- Witness student showcases
- Animation and much more!

Free for Everyone

GAME SCHOOL EXPO

27TH - 28TH may

Hamar campus

University of Inland Norway | The Game School

Scan to get to all our info and socials

GAME SCHOOL EXPO

Holsetgata 31, 2318 Hamar NO

SCHEDULE

2025

May

Tuesday 27th

Student Expo - Gallery - Open All Day

8:30 - 9:30 Waffles (Meet & Greet)

Auditorium 1

09:30 Welcome by: Marit Strandvik
Expo Hosted by: Sophie Mobbs

10:00 Even Mehl Amundsen
Illustrator & Concept Artist

10:30 Alvin O'Sullivan
Game Designer, Educator, Lithographer

15 Min Break

11:15 Karoline Brenno
Junior Character Concept Artist - Alumni

11:30 Arian Vik
Junior Tech Artist - Alumni

11:45 Martin Kvale
Composer, Sound Designer

12:15 - 13:00 Lunch

13:00 - 13:45 Student Showcase

1hr Workshops - Parallel Sessions

Auditorium 1

14:00 Even Mehl Amundsen
Illustrator & Concept Artist

15:15 Martin Kvale
Composer, Sound Designer

Auditorium 2

14:00 Faculty Research - Part 1
Hosted by: Steven Bachelder

15:15 Alvin O'Sullivan
Game Designer, Educator, Lithographer

B006 Classroom

15:15 Karoline Brenno
Junior Character Concept Artist - Alumni

15:45 Arian Vik
Junior Tech Artist - Alumni

C063 & 64 Classroom

16:30 Game Testing & Social

20:45 Presented by Industry & Students
Supported by Hamar Game Events

Wednesday 28th

Auditorium 1

10:00 Alistair Mountain
Senior Technical Trainer
EMEA at Unity Technologies

10:30 Thomas Elliott
Illustrator & Concept Artist

15 Min Break

11:15 Georgios N. Yannakakis
AI Expert, Professor of Digital Games
Author & CO-Founder of Modl.ai

11:45 Zbigniew M. Bielak
Artist, Illustrator, Architect

12:15 - 13:00 Lunch

13:00 - 13:45 Student Showcase

1hr Workshops - Parallel Sessions

Auditorium 1

14:00 Georgios N. Yannakakis
AI Expert, Professor, Author

15:15 Zbigniew M. Bielak
Artist, Illustrator, Architect

Auditorium 2

14:00 Faculty Research - Part 2
Hosted by: Steven Bachelder

15:15 Alistair Mountain
Senior Technical Trainer
EMEA at Unity Technologies

B006 Classroom

14:00 Thomas Elliott
Illustrator & Concept Artist

Foyer & Auditorium 2

16:00 - 17:45 State of Industry & Social

- Østnorsk Filmsenter
- Snow Leaf Studios
- Encircle Games
- Sarepta Studio
- Agelvik Games
- Game Dev Syndicate
- Infinity Branch Studios
- Funcom
- Filiokus

Aud. 1

18:00 - 19:30 Award Ceremony
19:30 - Close Afterparty at Gregers

twitch.tv/gameschoolnorway
linktr.ee/gameschoolnorway

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Alistair Mountain

Senior Technical Trainer EMEA at Unity Technologies

Since earning his PGCE in Secondary ICT in 2012, Alistair Mountain has specialized in technical education, with the past decade focused on delivering workshops in interactive content, AR, and VR development. A globally experienced trainer, he has taught Unity software at institutions across cities like New York, Jeddah, and Melbourne.

As one of only a hundred or so Unity Certified Instructors worldwide, Alistair ranked second globally in training delivery for Unity in 2020. Passionate about technology and interactive development, he now serves as a Senior Technical Trainer at Unity, where he creates and records training content for professional users.

Unity

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Unity CERTIFIED Professional



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Even Amundsen

A freelance illustrator and concept artist from Norway, inspired by fantasy since childhood. He specializes in character and concept design and has worked with clients like ***Riot Games, Blizzard, and Wizards of the Coast*** on titles including ***The Lord of the Rings Online, Warhammer, and Magic: The Gathering***. Through his art, he aims to bring his imagination vividly to everyone's lives.

evenamundsen.com



WARHAMMER · BLIZZARD ENTERTAINMENT · UBISOFT · WIZARDS OF THE COAST · VOLTA · io interactive · GAMES WORKSHOP · RIOT GAMES · MAGIC THE GATHERING · iNN University of Inland Norway





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Alvin O'Sullivan

Designer, Educator, and Lithographer

Alvin brings a rich and diverse background to the classroom, blending hands-on industry experience with deep artistic expertise. Holding an Masters in Fine Arts from the prestigious Rhode Island School of Design, he has worked commercially in marketing and held roles as a 2D, 3D, and technical production artist and director. His creative journey also includes time as a professional lithograph and intaglio printer, as well as an archival papermaker.

With a strong foundation in fine arts and a practical understanding of digital production, Alvin is passionate about guiding students across disciplines, from traditional techniques to emerging technologies. Alvin offers a unique perspective that challenges and inspires.

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Martin Kvale

Composer, Sound Designer, Founder of NokNok Audio

www.noknokaudio.com

He got his start at Krillbite in Hamar Game Collective, working on The Plan. He's now been a sound designer and composer on dozens of small to mid sized indie games, including many hits such as Hidden Folks, Owlboy, Dome Keeper, Townscaper, and the recent Tiny Glade. He's a master at capturing tone, providing feedback to players' inputs, and conveying humor through sound - giving all the projects he works on a wondrous charm. In addition to working on games, he cares deeply for promoting a universal understanding of what makes audio for games really interesting.

In 2020, he and two friends Ali and Oda co-founded an audio company, NokNok Audio. They've worked with international clients like Netflix Games, as well as many game studios in Norway. Last year two Norwegian games they worked on got released, Snufkin: Melody of Moominvalley and Fruitbus.

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Zbigniew M. Bielak

Artist, Illustrator, Architect

zbigniewbielak.bigcartel.com

Polish artist illustrator and architect. One of the recognized designers of music album covers for rock and metal bands. His client portfolio includes among others notable examples like british extreme metal legends **Carcass, Norwegian icons Darkthrone, Mayhem and Dimmu Borgir, as well as Ghost, Paradise Lost or the metal sideproject of American rapper Ice-T - Body Count**. He has also **designed stage sets for Ozzy Osbourne and the band Ghost**. His professional background provides complex architectural environments - both historic and dystopian - to his meticulously crafted artistic creations. The works of our guest have more than once been recognized and awarded in industry competitions, including **"Heavy Music Awards 2019" in London (Ghost "Prequelle") and 30/30 - The 2023 Best Record Cover Contest"**.



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Georgios N. Yannakakis

Professor | IDG, University of Malta
Co-Founder | modl.ai
yannakakis.net

A professor at the Institute of Digital Games, and co-founder of modl.ai and HumanFeedback.ai. A world-leading expert in AI and games, he has over 20 years of pioneering work in player modeling, emotion representation, game testing, and procedural content generation. He has led numerous multi-million-euro European research projects, holds 6 US patents, and has published over 400 widely cited papers. His work has been featured in ***New Scientist, Science, The Guardian, and Le Monde***. He is a sought-after keynote speaker and organizer of major conferences in game AI, Editor-in-Chief of IEEE Transactions on Games, ***co-author of Artificial Intelligence and Games***, and co-organizer of the AI and Games Summer School, which has trained over 1,000 professionals.



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Thomas Elliott

Freelance Illustrator

Thomas, a freelance illustrator from Nottingham, UK, specializes in sci-fi and fantasy art. Known for his work with Warhammer during his six years at Games Workshop, he created many iconic covers and battle scenes. Now freelancing, he continues to produce dynamic artwork for top industry names, including the cover for DOOM: The Dark Ages. With a fine art background, he works in both digital and traditional media. Thomas is also developing Eskaton, his own dark sci-fi universe, which will be released as an art book, miniature range, and board game.

thomaselliott.artstation.com

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