

Game Jams: Your Gateway to Fun, Friends, Indie Game Dev Magic, & XR Realities

From 48-hour prototype chaos to shipped games, festival showcases, and lifelong creative alliances.

THE MISSION

Demystify game jams, uncover the human connections forged in the crunch, and walk away with the confidence, tools, and allies to build your first game.



FEATURED LINEUP & SCAN-TO-CONNECT DIRECTORY

Scan any QR code with your phone camera • No app required



Larry James

MODERATOR • FOUNDER

UpLiftVR & Wulf Design

Spatial XR, Maiden Flight & Artemis Lunar Flyby



SCAN PORTFOLIO

wulfdesign.github.io
XR Portals, Demos & Works



Tim Cullings

PANELIST • EXEC DIRECTOR

Seattle Indies (Non-Profit)

Community Organizer, Oculus Dev Ops & Global Jams



CONNECT TIM

timcullings.carrd.co
Seattle Indies Community



Heather Coles

PANELIST • DESIGNER

Orbicular Games & Art

Interaction Design, Accessibility & Kitten Clicker



HEATHER LINKS

linktr.ee/heathercoles
Game Art & Design Portfolio



Renee Gittins

PANELIST • FOUNDER

Stumbling Cat • Ex-IGDA

Potions: A Curious Tale & Industry Advocacy



PLAY POTIONS

potionsacurioustale.com
Steam, Story & Studio



Dr. Evie Powell

PANELIST • ENGINEER

Verge • Niantic Spatial

PhD Spatial Computing, Pervasive Play & SIFF VR



DR. EVIE LINKEDIN

linkedin.com/in/eviepowell
Spatial Systems & Play



Panel Deck & GitHub

INTERACTIVE TOOLS

wulfdesign / game-jam-panels

26 Slides • Crew Cards • Tarot Engine & Cheat Codes



SCAN PANEL HUB

wulfdesign.github.io/game-jam-panels
Slides, Docs & GitHub Repo