

GDC

March 21-25, 2022
San Francisco, CA

GDC 2022

Motherhood in the Games Industry

#GDC22



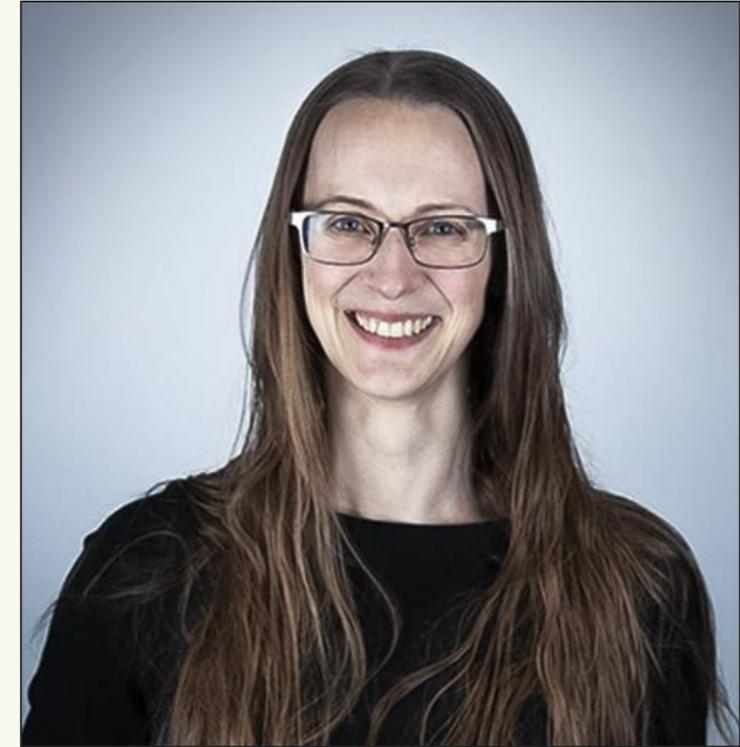
Agenda

- Introductions
- Discussion
- Q&A

Introductions

Moderator: **Jeanne-Marie Owens, VP Operations, Phoenix Labs**

Jeanne-Marie Owens has been working in games since 2008, starting her career at BioWare Edmonton before moving to EA Canada. In 2014, she joined the founding team of Phoenix Labs, where she has since shepherded their growth from a 4-person start-up to a community of over 250 developers across four studio. Alongside her games industry journey, she branched off onto the motherhood sidequest - in fact, she often jokes that Phoenix Labs is her middle child, having started the role in 2014 when her eldest was only two, and her youngest being born along the way in 2016. In addition to leading the business operations of Phoenix Labs, Jeanne-Marie is a champion for diversity, equity, and inclusion in the workplace, and has been invited to speak internationally as a consultant and commentator on DE&I and building great teams in the games industry. In 2019, Jeanne-Marie was invited to join the board of DigiBC, the industry group focused on making BC a global center of excellence for creative technology, and in 2021 was made chair of the Video Games Group Committee. She was also recognized by Business in Vancouver as one of the Top 40 Under 40 for 2021.



Introductions

Panelist: **Latoya Peterson, CXO & Cofounder, Glow Up Games**

Latoya Peterson lives at the intersection of emerging technology and culture. Named one of Forbes Magazine's 30 Under 30 rising stars in media, she is best known for the award winning blog [Racialicious.com](https://www.racialicious.com) - the intersection of race and pop culture. She is currently cofounder and CXO at Glow Up Games, a game studio working on their first title set in the world of HBO's *Insecure*.

Previously, she was the Deputy Editor, Digital Innovation for ESPN's *The Undeclared*, an Editor-at-Large at Fusion, and the Senior Digital Producer for *The Stream*, a social media driven news show on Al Jazeera America. In 2018, she soft launched *AI in the Trap*, a collaborative art project that explores the future of artificial intelligence and predictive policing through a hip-hop lens. In 2016, she produced a critically acclaimed YouTube series on Girl Gamers that was highlighted on Spotify. She is also part of the selection committee for the Museum of Play's World Video Game Hall of Fame.



Introductions

Panelist: **Jennie Lees, Director of Engineering, BossAlien**

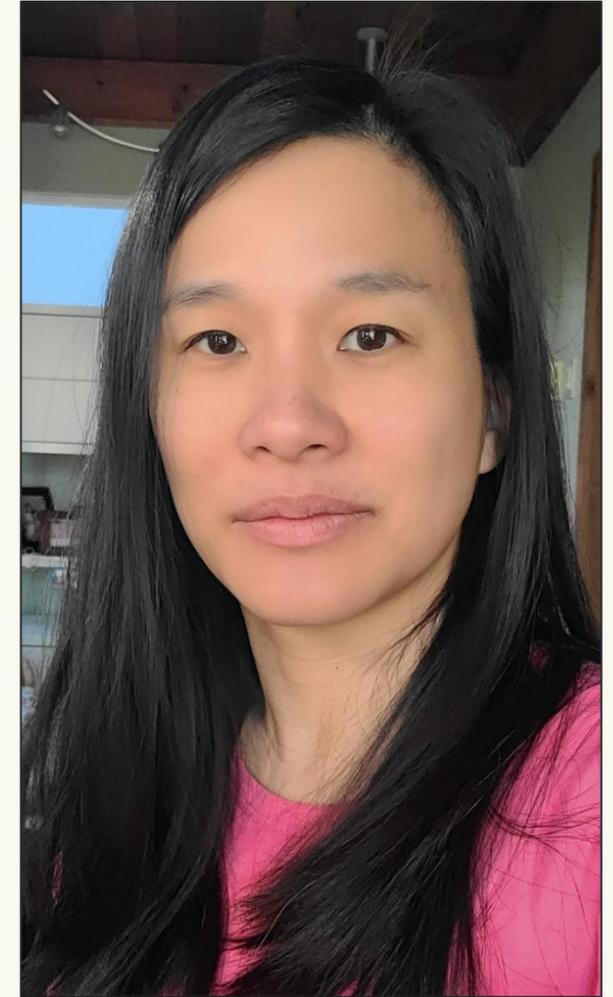
Jennie leads engineering for Star Wars: Hunters, Zynga's first cross-platform title, from sunny Brighton, UK. Prior to this she shipped VALORANT at Riot Games in Los Angeles, led deployment tooling efforts on the Riot Infrastructure Platform team and launched Google Play Games. While at Riot, Jennie launched an even more important effort - her daughter - while helping lead several internal change efforts on the D&I front.



Introductions

Panelist: **Georgina Havelka, Principal Producer of Core Tech, Relic**

Georgina has over a decade of experience in the video games industry. Apart from two amazing years at a small studio in Vienna, fulfilling her dream of living in Europe, she has spent that time honing her craft in her home base of Vancouver, BC. Starting out as an Animation Programmer at Electronic Arts Canada, Georgina then moved to a Technical Project Management role at Radical Entertainment. After an eight-year break from games working in the Hollywood VFX and business software industries, the lure of game development brought Georgina back to Relic Entertainment, where she's currently Group Producer of the Core Technology team. A mother of two, Georgina has become a better parent because of her work, and a better manager because of being a parent, and she's passionate about creating an environment for women to thrive at both.



Introductions

Panelist: **Charlène Le Scanff, Senior Concept Artist, Phoenix Labs**

Charlène Le Scanff is a French concept artist currently living and working in Southern California. She started her career in the video game industry in 2010 as a 2D artist on the MMORPG Dofus for Ankama. In 2013 she moved to the French Alps where she worked as a freelance concept artist and illustrator for video and tabletop games. In 2015, Charlene joined Blizzard in Southern California as a concept artist for Hearthstone until April 2021. She's now a senior concept artist at Phoenix Labs working on an unannounced project. She's also the busy mother of 2 boys (4 and 2 years old) with whom she loves hiking and playing Lego. In 2011 Charlene won the Young Illustration Art & Fact Award (Prix Art & Fact) for her use of vibrant colors and cartoony universe.



