

# GAME QUALITY FORUM GLOBAL 2025

## QUALITY ASSURANCE | LOCALIZATION

Pre-Event Workshop Day: 24th June 2025 • Main Event Days: 25th – 26th June 2025  
Lisbon Marriott Hotel, Lisbon, Portugal

## DELIVERING A WORLD-CLASS, PLAYER-CENTRIC GAMING EXPERIENCE.

### QUALITY, AUTHENTICITY, ACCESSIBILITY

Co-located with:

PLAYER  
COMMUNITY  
AND SUPPORT  
FORUM



A highly focussed conference, which leads to insightful conversations and connections that are unparalleled to other events in the industry

**CEO, Terra Localizations**

## COLLABORATE WITH INDUSTRY PROFESSIONALS, INCLUDING:



**Ritu Chowdhary**  
Director – QC, Test Automation, AI ML, R&D  
**Ubisoft**



**Chelsea Curren Adams**  
Editor – QA Craft  
**Game Quality**



**Nathanaël Hélin**  
Manager, Global Localization Strategy & Optimization  
**Ubisoft**



**Sky Tunley-Stainton**  
Partnerships & Training Manager  
**Safe in Our World**



**Osiel Gómez**  
Studio Co-Head and Chief Experience Officer  
**Hyperbeard**



**Wouter van Vugt**  
EMEA Communications & Community Engagement Senior Director  
**Bandai Namco Entertainment Europe**



**Carlos Moreno**  
Strategy & Operations Associate Director, Development Services  
**King**

GOLD PARTNER: **gamedriver**

COMMUNITY AND SUPPORT FORUM LEAD PARTNER: **Keywords Studios**  
Imagine More

SILVER PARTNERS: **PTW**  
FAMILY OF BRANDS SIDE | **CONTRAILS** | **COMBAT**

**TERRA**  
LOCALIZATIONS

**TRANSPERFECT**  
GAMING

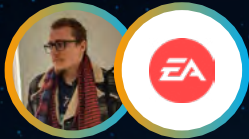
BRONZE PARTNER: **Gridly** **Phrase** **wordbee**

EXHIBITION PARTNER: **RoundTable Studio**

# WITH THANKS TO OUR ADVISORY BOARD:



**Teddy Bengtsson**  
Founder & Director  
**RoundTable Studio**



**Adrian Maroiu**  
Product Owner  
**EA**



**Jen Pineda**  
Director of Business  
Development  
**Transperfect**



**Tamara Tirjak**  
Head of Localisation  
**Frontier**



**Cristian Deri**  
Group Technical Director  
of Quality Engineering  
**EA**



**Ewa Dacko**  
Localization Team Lead  
**Ten Square Games**



**Estelle Bailly**  
**Coaching with Estelle**



**Marina Ilari**  
CEO  
**Terra Localizations**



**Kaley Hurst**  
Chief Revenue Officer  
**PTW**



**Damien Peter**  
QA Manager  
**Trailmix Games**



**Julia Figueroa**  
Co-Founder &  
Localization Director  
**Sound in Words**



**Peter Gerson**  
Head of Global Player  
Engagement Solutions  
**Keyword Studios**



**Kent Martin**  
Senior Marketing  
Manager, Global Events,  
Player Engagement  
Services  
**Keyword Studios**

**The GQF 2024 was, as always, an amazing event. Seeing individuals from various disciplines and backgrounds unite to exchange their insights and support each other's development is really great. GQF fosters learning and critical thinking, and there is still enough time to have fun with your peers and for networking.**

**Community & Player Support Lead, Yager Development**



# SPEAKER FACULTY

## Game Quality Forum Speakers:



**Sky Tunley-Stainton**  
Partnerships &  
Training Manager  
**Safe in Our World**



**Em Aspinall**  
Communications  
and Events Manager  
**Safe in Our World**



**Osiel Gómez**  
Studio Co-Head and  
Chief Experience Officer  
**Hyperbeard**



**Ionut Codreanu**  
Head of Studio  
**Funcom**



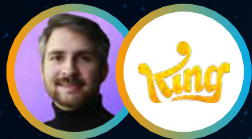
**Chelsea Curren Adams**  
Editor - QA Craft  
**Game Quality**



**Simon Sandrock**  
QA Manager  
**Team17**



**Gabriel Tendra**  
QA Lead  
**PixelAnt Games**



**Romain Gauthier**  
Senior Test Automation  
Engineer  
**King**



**Razvan Safta**  
Head of QA  
**Funcom**



**Henning Lube**  
Product Owner  
**Svipr**



**Lukasz Rygielski**  
QA Lead  
**Netease**



**David Popov**  
Software QA Engineer  
**Nordeus**



**Luka Vuksic**  
QA Engineer  
**Nordeus**



**Charlotte Sibley**  
Senior Live QA Lead  
**Creative Assembly**



**Gerald Staffaneller**  
Senior Manager Software  
Quality Assurance  
**IGT**



**Heather Dillon**  
Lead QA  
**Incentive Games**



**Kieron Baker**  
QA Manager  
**Frontier**



**Laura Massey**  
Head of QA  
**Frontier**



**Matt Austen**  
Gaming Technology  
Solutions  
**TransPerfect**



**Ritu Chowdhary**  
Director - QC, Test  
Automation, AI ML, R&D  
**Ubisoft**



**Shane Evans**  
Co-Founder  
**GameDriver**



# SPEAKER FACULTY

## Game Quality Forum Speakers:



**Nathanaël Hélin**  
Manager, Global  
Localization Strategy  
& Optimization  
**Ubisoft**



**Priscilla Bermea**  
Senior Manager,  
Localization Operations  
EMEA + Americas  
**Riot Games**



**Katerina  
Florinskaya**  
Head of Localization  
**Strikerz**



**Tamara Tirjak**  
Head of Loc  
**Frontier Developments**



**Lisa Sidorova**  
Localization Lead  
**tinyBuild GAMES**



**Zuzanna Widz**  
Senior Localization and  
UX Writing Specialist  
**Ten Square Games**



**Wojciech  
Ostrowicz**  
Localization Engineer  
**Cloud Imperium Games**



**Denis Ivanov**  
Head of Localization  
**Belka Games**



**Ievgen  
Makarevych**  
Localization Manager  
**AB Games**



**Ekaterina  
Zaytseva**  
Senior Localisation  
Manager  
**Frontier Developments**



**Teddy  
Bengtsson**  
Founder & Director  
**RoundTable Studio**



**Tony Citrolo**  
Localization Manager  
**Frontier Developments**



**Belén Agulló  
García**  
Executive Consultant,  
Innovation  
**Terra Localizations**



**Waldemar  
(Deco) Piekarski**  
Localization  
Project Manager  
**CD Projekt Red**



**Mariia Strilchuk**  
Localization Engineer  
**CD Projekt Red**



**Monika Zaleska**  
Localization QA Analyst  
**CD Projekt Red**



**Estelle Bailly**  
**Coaching With Estelle**



**Franck Couee**  
Manager, Mobile Apps  
(Localisation)  
**The Pokémon Company**

With inspiring talks and panels, the sharing of best practices, networking opportunities with new people, and the chance to catch up with familiar faces, the Game Quality Forum is an event not to be missed!

**Localization Director, Hi-Rez Studios**



# SPEAKER FACULTY

## Player Community and Support Forum Speakers:



**Rafn Herlufsen**

Director of Player  
Experience &  
Community  
**CCP**



**Wouter van Vugt**

EMEA Communications  
& Community  
Engagement Senior  
Director  
**Bandai Namco  
Entertainment Europe**



**Clément Ruggeri**

Senior Community  
Manager  
**NetEase Games**



**Jupiter Hadley**

Head of Community  
**Toya Play Studio**



**Dennis Abe**

Community Manager  
**King (Activision  
Blizzard King)**



**Lauren Wade**

Head of Player  
Communications  
**Kolibri Games**



**Carlos Moreno**

Strategy & Operations  
Associate Director,  
Development Services  
**King**

**STAY TUNED AS THE SPEAKING LINE UP IS GROWING EVERY WEEK**



**Fiene Ziegler**

Senior Community  
Management Specialist  
**InnoGames GmbH**

