



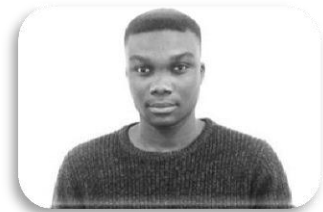
FILM, TV & GAMES CONFERENCE 2016

SPEAKER BIOGRAPHIES

TIMOTHY ARMOO

Cofounder & CEO, Fanbytes

Fanbytes is a leading social video platform helping brands such as Go Pro, Adidas, Disney and Nickelodeon engage with millennials through social influencers.



Starting just over 15 months ago, according to *Forbes* magazine: Fanbytes has gone on to 'redefine how brands market to millennials' marrying content and technology, raising fundraising from the UK and US' best investors and even creating Guinness World Records with their campaigns. Oh and Ronaldinho is a client!

MARTIN BAKER

Director of Commercial Affairs, Channel 4

Martin joined Channel 4 in 2007. As Director of Commercial Affairs he is responsible for Channel 4's Commercial Affairs, Legal and Compliance, Corporate Legal and Programme Acquisition departments, comprising some 100 staff made up of lawyers, production finance managers, rights administrators and other support staff. These departments handle all deal making, contracting and financial management of all original productions commissioned from Independent Producers and also all acquisitions.



Prior to joining Channel 4 he was Senior Vice President, Production and Distribution Operations, IMG Media Ltd, from 2004. Before that, Martin held a number of Business Affairs positions in ITV, starting at Central Independent Television plc and through a number of corporate changes, culminating in the role of Commercial Director, Content, at Carlton TV.

NOIRIN CARMODY

Co-Founder, Revolution's Games

Noirin began her career in Science and Technology policy and planning. She joined London based US games publisher Activision in the 1980's, where she launched the highly successful *Sierra Online* brand in Europe. Later as General Manager, she was instrumental in the handover following the sale of the company.



Noirin is Executive Producer of Revolution's Games. She was voted one of the top 100 Women in Games in 2015. She is Chair of the UK Interactive Entertainment Games Association (Ukie) and is a voting member of BAFTA. She has served on, and chairs, Games Juries for the BAFTA Games Committee and is a Trustee at the York Museums Trust and York Cultural Company. She also sits on a number of advisory boards, including University of York, UK Games Fund and Yorkshire Television Society, and is a mentor for the Video Games Mentor Network.

AJAY CHOWDHURY

Partner & MD, BCG Digital Ventures London Deputy Chair, BSAC

Prior to BCG Digital Ventures, Ajay was CEO of Seatwave, a European online ticketing exchange, which he successfully sold to Ticketmaster. Before this he was CEO of ComQi, a New York based global retail technology company, before which he co-founded IDGVE, a \$100m European venture capital fund, and a founder investor and Chairman of Shazam.



He was CEO of LineOne – a joint venture between United News and Media and British Telecom – which grew into one of the UK's largest portals and ISP's. At UNM he was founder and Managing Director of its new media division, before which he was a manager at Bain & Company. Ajay has an MBA from Wharton and serves on the board of the DCMS FairFX. In 2005, Ajay was selected as one of the 100 most influential and powerful Asians in the UK.

CLIFF FLUET

**Partner, Lewis Silkin & Director, Eleven
Associate Member, BSAC**



Cliff joined Lewis Silkin LLP as a Partner in April 2006 after over a decade as in-house counsel in the music and broadcast industry. Heading the Media & Entertainment group within the firm's Media, Brands & Technology team, he now acts for some of the world's largest names in mobile, brands, recorded music, mobile, live music, radio, audio-visual production and online.

He also specialises in working with clients who are embracing content-based entertainment for the first time, such as FMCG and lifestyle brand owners, advertising agencies, digital agencies, investment funds and financial institutions. He has a passion for working on innovative new business models, advertiser-funded programming and in the monetisation of format rights.

The Media & Entertainment Group is ranked in the 'Legal 500' and 'Chambers' and Cliff is ranked as a 'leading individual' in both directories. He is also a director of Eleven, a business advisory company working with disruptive business models in the world of Digital Media, Film and Sport.

JON GISBY

Chair, BSAC



Jon Gisby is a digital media executive who has spent twenty years building, leading and transforming companies that create and deliver premium content, particularly TV and online video. He has worked for broadcasters, rights holders, brands and platforms to identify and build new audiences and revenue, both in their existing businesses and in new digital propositions. He was one of the many architects of the BBC's digital strategy, ran the content and services at Freeserve and was MD of Yahoo! UK, running their media business across Europe. He was appointed to the board of Channel 4 and led the teams that built 4oD into the UK's leading commercial VOD service.

In 2013, he was commissioned by Ofcom to assess the future of ad-funded content on TV and online, gathering perspectives from across the industry on the rapid development of online video and brand-funded content. He helped launch Rightster, which has since become the largest non US MCN, and was EVP Business Development at Magine TV, the OTT TV service that is now live in Sweden, Germany and the UK.

He has recently returned from New York where he advised the CEO and executive team at Vevo, one of the largest distributors of premium online video, and is now Head of Vevo in Europe.

Jon has been a Member of BSAC since 2012 and took over as Chair in 2016.

PIERS HARDING-ROLLS

Director, Games, IHS Technology

Piers leads a team of analysts tracking the evolution of the games sector across all major packaged game and digital games segments. He is regularly quoted across specialist and consumer press on games-related topics and is an acknowledged expert in the market transition from physical media to digital games opportunities.



Prior to joining the company in 2005, he worked for eight years as a leading analyst of the IT services and software industries involved in both consulting projects and published research for high profile international companies. His recent research includes analysis of the virtual reality opportunity and multiplayer online games, tracking adoption of new business models, the evolving multi-channel retail model and online console connectivity, strategies and trends.

TIM HEATON

Studio Director, Creative Assembly

Tim heads up Creative Assembly, the UK's largest games developer. He has a background in studio leadership and in working collaboratively with Europe's best independent developers.



Creative Assembly most recently delivered *Alien: Isolation* and *Total War: Attila* and the studio is now working with Microsoft on *Halo Wars 2* and on multiple *Total War* titles across different platforms and business models. *Total War: Warhammer* will be the next major title from the studio and *Total War*'s first fantasy based game.

DAN'L HEWITT

Managing Director UK, Maker Studios

Acquired by Disney, Maker Studios is the global leader in short-form online video and the largest content network on YouTube, generating over 12 billion monthly video views.

Dan'l brings more than 15 years' senior management experience with him to the company. He was formerly GM of VICE Media, running digital, audience and revenue growth strategies, and more recently co-founded Voover, a marketplace for native advertising, as well as investing in a number of digital content-focused startups, including Quill and TCO London. Previously, Dan'l held senior positions at Yahoo!, Bebo/AOL and DemandMedia.



GILL HIND

COO, Enders Analysis

Gill joined Enders Analysis as Chief Operating Officer in September 2013. Enders Analysis is the UK's leading TMT research firm with a programme covering the major commercial, regulatory and strategic issues in broadcasting and across the TMT sectors. Gill heads up the television practice within Enders, which publishes numerous reports on the evolving broadcast market.

Between 2009 and 2013, Gill was Operations Director at Freeview where she oversaw the launch of Freeview HD. Prior to that she has run strategy teams at Channel 4 Radio and Capital Radio/GCap Media. At Capital, Gill was also responsible for regulatory and competition issues, most notably while she was Head of M&A in 2005 prior to the merger with GWR.



STEWART MACKINNON

CEO & Executive Director, Headline Pictures

Stewart studied Film at the Royal College of Art and then worked as a director and producer in London, before moving to Newcastle to set up a studio and production company, which produced over 30 award winning dramas and documentaries.



Stewart has worked for all the UK broadcasters and a number of major independent production companies. His documentary series *The Miners* won the Grierson Award and his film *This Little Life* won the Dennis Potter Award, two BAFTAs, four RTS Awards, the BANFF award, was nominated for three British Independent Film Awards and was pre-selected and awarded a special Prix Europa. Stewart's film *Quartet*, directed by Dustin Hoffman, went on general release in 2012 and *The Invisible Woman*, directed by Ralph Fiennes, was released in the US in December 2013 and in the UK in February 2014.

Headline Pictures' 6-part TV series *The Heavy Water War* was broadcast on NRK and More4 to high critical acclaim in 2015. A major 10-part series based on Philip K Dick's *Man in the High Castle* is currently available on Amazon Prime (filming has begun for its second season), and *Peter Pan*, a TV movie based on JM Barrie's classic novel, scripted by BAFTA winner Adrian Hodges, was broadcast on ITV over Christmas 2015.

Stewart has 6 children and lives with his wife Helen in Northumberland, commuting every week to London.

BEN MCOWEN WILSON

Director, YouTube, EMEA

Ben is the Director of Content Partnerships for YouTube where he leads the development of content strategy across Europe and Sub-Saharan Africa. His remit includes working with some of YouTube's largest global sports and media partners as well as many of the platform's most-recognised endemic creators.



Prior to starting with YouTube, Ben was the Director of Online and Interactive at ITV Plc, where he oversaw ITV's digital and new media businesses. During his tenure, he co-created, launched and was Chairman of Project Kangaroo – the proposed VOD joint venture between BBC, Channel 4 and ITV.

Previously a Partner in a strategy consulting firm, Ben has over eighteen years' experience in the fields of media, entertainment, telecommunications and the internet. He has lived and worked on five continents. Ben is married with two children.

BERTRAND MOULLIER

Owner, NARVAL Media Ltd

Bertrand has been an independent consultant for the film and video content sectors since 2005, when he started NARVAL Media. In the past decade, clients have included the BFI, Channel 4, the European Parliament, the World Intellectual Property Organisation (WIPO), the International Confederation of Societies of Authors & Composers (CISAC) and The British Screen Advisory Council (BSAC). He has been advising the Independent Film & Télévision Alliance (IFTA) on EU Policy issues since 2011, and the International Federation of Film Producers Associations (FIAPF) on global issues relating to the regulatory framework for the content production and licensing business.



From 2012 to 2015, Bertrand was the Director General of FIAPF. Prior to this, he was an executive at the UK's Producers' Alliance for Cinema & Television (PACT) where he started in 1992. From 1985 to 1991, he worked as a senior researcher on documentary productions for ITV and for independent company Panoptic Productions.

Bertrand was educated in France, where he graduated with a Masters in History from Paris La Sorbonne in 1984.

MATT MUELLER

Editor, Screen International

Matt Mueller is the Editor of Screen International and its online counterpart Screendaily.com. Screen is the trade publication for the global film industry, providing insight and intelligence into a world of production, finance, sales and distribution.



Prior to joining Screen in 2014, Matt worked as a freelance journalist for seven years, contributing to The Sunday Times, The Independent and Indiewire among others. Before that, he served as Editor on consumer film title Premiere UK and, subsequently, Future Publishing's Total Film magazine.

AMANDA NEVILL CBE

Chief Executive, BFI
Member, BSAC



Amanda joined the BFI in 2003 and has led its transformation into a major organisation valued by the UK industry and recognised as influential internationally.

Amanda's focus is on nurturing the next generation of filmmakers and audiences. She pioneered the development of the VOD platform BFI Player, launched the BFI Film Academy and BFI Film Audience Network across the UK, transformed BFI Southbank into one of London's coolest arts venues and ensured the BFI London Film Festival is one of the most significant in the world.

Before the BFI, Amanda was Head of the National Museum of Photography, Film and Television (National Media Museum) for nine years, also serving as one of the Executive Directors of the National Museum of Science & Industry. Before that she was CEO, Royal Photographic Society.

Amanda is an Honorary Fellow of the Royal Photographic Society and Fellow of the Royal Society of the Arts. She holds an Honorary Doctorate of Letters from Bradford University, an Honorary Fellowship from Bradford College and an honorary degree of Doctor from the University of York in 2015. She was awarded a CBE in 2015.

ALLAN NIBLO

Co-founder, Vertigo Films



Allan set up Vertigo Films in 2002 with James Richardson to create and distribute independent cinema.

Since its inception, Allan has produced a diversity of output from his first film the critical and box office hit *Human Traffic* (BAFTA winner), to *The Football Factory* (the UK's top selling independent film on DVD), to Europe's first 3D live action movie *Streetdance 3D* (entering the UK Box Office at No.1), to the genre busting *Monsters*, which received a host of awards including three BIFAs.

Allan's more recent productions include the big screen adaptation of *The Sweeney* starring Ray Winstone, Damian Lewis and Plan B, which went straight to No.1 at the UK Box Office and was the opening Film at Locarno Film Festival and *Hawking* – a portrait of the world famous Physicist, which was one of the five headline films at SXSW Festival. In 2016 Vertigo will produce two of the biggest TV series in UK broadcast history – *Britannia*, a 10 part historical epic for SKY, and an 8 part adaptation of Gareth Edwards' *Monsters*.

In addition to production and distribution, Vertigo owns *The Post Republic*, a state of the art post production and co-production facility based in Berlin, *Automatik VFX* – based in Hamburg, Berlin and Shoreditch, and is a partner in Protagonist Pictures, the international sales company joint venture with Film Four and Ingenious Media.

OLIVER N ORAM

CEO & Founder, Chainvine

Chainvine is a Blockchain Technology company.

With three other co-founders, Oliver works on agnostic approaches with Blockchain Technology across sectors. His background is in FinTech & Research. He has studied the effects of decentralisation in international management, namely the economic effects of decentralisation in China.

Recently, Oliver has been working with the Music industry to see what pain points can be addressed to modernise the industry and make process better for all involved. He is keen for those learnings to be applied to the media industry in general.



DR DAVE RANYARD

Virtual Reality Developer

Dr Dave is an independent virtual reality developer and self confessed VR pioneer. He recently stepped down as director of Sony's London Studio, where he oversaw Sony's critically acclaimed ventures into the world of virtual reality on PlayStation. Recent demos include *The Deep*, *The London Heist* and *The Getaway*, exhibited around the world at key games industry events such as E3, GDC and Gamescom. Dave is excited about the future of VR and is keen to concentrate on a multi-platform approach.



Having studied at Leeds University, Dave obtained a First in computer science and a PhD in artificial intelligence. Prior to becoming London Studio head, he was a research fellow, programmer, audio manager and musician, creative services manager, executive producer (*SingStar* & *Wonderbook*) and has released a number of dance records.

Dave is an active member of the game development industry, holding positions on the BAFTA Games Committee, the Game Developers Conference (San Francisco) and the Virtual Reality World Congress.

BENJI ROGERS

Chief Strategy Officer & Founder, PledgeMusic

Benji Rogers is currently Chief Strategy Officer of PledgeMusic, the global direct-to-fan company he co-founded in 2008. A public speaker, investor, and musician from London and New York, Rogers co-founded Radiary Creations in 2014 and is an advisor to a multitude of companies, including Dubset Media, Sound Diplomacy, Cords for Music, First Artist Bank, and NoiseTrade. In 2014 he was the recipient of the A&R Worldwide 'Digital Executive of the Year' award, and in 2013 he made the Billboard 40 Under 40 Power Players list.



He is an instructor at Berklee College of Music, teaching the Music Business Trends and Strategies course for Berklee Online. Recent engagements include keynote addresses and panels at SXSW, Midem, European Culture Forum, SF MusicTech Summit, Canadian Music Week, MMF, BPI, Music Matters, GRAMMY Camp, and many more. In 2015, Rogers accepted a position on the Board of Directors of the Future Of Music Coalition.

SIR WILLIAM SARGENT, CBE

CEO and Co-Founder, Framestore

William co-founded Framestore in 1986 after studying Business and Law at Trinity College. He has been part of Framestore's successful rise from an award winning commercials house to world renowned film VFX company based in London, New York, LA and Montreal.



During that time the company has worked on all eight of the *Harry Potter* films, Alfonso Cuarón's *Gravity*, James Gunn's *Guardians of the Galaxy* and Paul King's *Paddington*, to name just a few. William has also Partnered and Executive Produced *The Tale of Despereaux*, *Harry Brown*, *Heartless*, *Me and Orson Welles* and *UTZ*, as well as *Spitting Image* and *The Florentine Intermedi*.

Equally at home in Hollywood and government, he was Permanent Secretary, Regulatory Reform, at the Cabinet Office, Board Director of HM Treasury and a fellow of the Royal Society for the Arts. He was knighted by the Queen in 2008.

STUART SAW

Director of Esports Strategy, Twitch

Stuart is Director of Esports Strategy at Twitch, based in San Francisco. With an extensive background in the video game and live streaming industries, which spans broadcasting, production, technology and monetization, he oversees the brand's EMEA presence and expansion.



Stuart started his career as on-air talent for Sky Television in the UK and then worked with Eurosport and DirecTV, among others. In addition, Stuart owned two companies: Crossfire & QuadV. Crossfire was a community website which once hosted record-setting LAN events, while QuadV was a gaming production company which offered onsite live streaming, talent solutions and consultancy with clients across the globe. In 2009, Stuart was recruited as Director of Operations for a streaming technology startup in London that offered ground breaking encoding technology.

In 2012, he joined Twitch where he combines his passion for gaming and live streaming launching the company's European operations in Content Acquisition & Sales.

CLAIRE TAVERNIER

Founder & MD, StoryTechLife Member, BSAC

Claire set up StoryTechLife in early 2013 to advise large and small companies on how to mix content with technology, and vice-versa. She is a regular speaker at digital events, tries to update her blog once in a while and spends way too much time on Twitter.



Claire is currently the acting COO of global TV technology company We Are TV. She serves as a non-executive director for online music talent network Instrumental and is Executive Producer of the Content stream of the IBC2016 conference.

She was Managing Director of ChannelFlip (now part of Endemol Shine Beyond), one of the original UK-based YouTube multi-channel networks, until 2015, steering it to high revenue growth, diversification and profitability. Prior to that, she was the global head of digital for international television producer FremantleMedia for over ten years, working on digital activations of *Idol*, *Got Talent*, *X Factor*, *Price is Right* and *Family Feud*, as well as setting up an original online production operation.

Claire has given lectures on digital media at the University of Westminster China Media Centre and the NFTS' Creative Business for Entrepreneurs and Executives course. She is a judge for the Broadcast Digital Awards and a member of the British Screen Advisory Council. She works closely with Women In Games Jobs for the promotion of women in the gaming industry.

MIMI TURNER

Marketing Director, TheLADbible

TheLADbible is the social and mobile publisher followed by half the entire UK 18-24 male population (and a fifth of women in the same age group). Described by the Financial Times as ‘a journalistic Jagerbomb,’ TheLADbible has set about redefining the way young people consume content in the social and mobile age.



Prior to TheLADbible, Mimi worked for Richard Desmond as Group Director of Communications and Public Affairs for Northern & Shell, looking after Richard Desmond, Channel 5, Express Newspapers, The Health Lottery and OK! Magazine. Until October 2014 she was Director of Sales and Marketing at The Health Lottery.

Mimi began her career as science writer for Sunday Times and then the European Television Editor of The Hollywood Reporter for a decade. She studied Civil Engineering at Imperial College, London.

Mimi has been named one of Marketing Week’s 2016 Visionary 100 leaders.

Dr JO TWIST

CEO, Ukie Deputy Chair, BSAC

Jo has been CEO of Ukie since January 2012. Ukie is the trade body for games and interactive entertainment businesses in the UK and has a mission to make the UK the best place in the world to make games.



Previously, Jo was Channel 4’s Commissioning Editor for Education, where she commissioned Digital Emmy-winning *Battlefront II*, free to play browser and iOS games, including *Sweatshop*, *Nomnation* and *International Racing Squirrels*, and social media projects. Earlier in her career, Jo was Multiplatform Commissioner for BBC Entertainment & Switch, BBC Three Multiplatform Channel Editor, and in a former life a technology reporter for BBC News.

With a background in digital media, education, creative technology and youth culture, and a PhD in online communities, identity and young people, Jo brings a wealth of experience in all aspects of interactive entertainment, including media, technical innovation and creativity, commercial and political issues. She is Deputy Chair of the British Screen Advisory Council (BSAC), a London Tech Ambassador, a BAFTA Games Committee member and sits on a number of other boards and advisory groups. She is one of the Top 100 UK Women in Video Games, on the MCV 100 Brit list in the games industry and is a BIMA Hot 100 in digital. She is a Vice President for games and accessibility charity, Special Effect.