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## Board of Directors

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### Board of Directors

The board of directors is the governing body of the IGDA. The board oversees every aspect of the association, always acting in the best interest of the game developer community. One of the main roles of the IGDA Board of Directors is to create and maintain the mission and vision of the organization including long-term planning, financial oversight, determining and monitoring programs, services and staff and advocating for the IGDA. IGDA board directors are all volunteers.

Below you'll find quick links to board related pages and channels, listing of the current board members and their bios and information on how to contact us.

### Quick Links:

[IGDA Board Blog](#)

[IGDA Board Twitter](#)

[IGDA Board Meeting Minutes](#)

You can always feel free to email the board with questions, comments, or suggestions as a whole at [board@igda.org](mailto:board@igda.org).

### Current Board Members:

- [Justin Berenbaum \(Bio\)](#)
- [Tom Buscaglia\(Bio\)](#)
- [Luke Dicken \(Bio\)](#)
- [Dr. Farhad Javidi\(Bio\)](#)
- [Trent Oster \(Bio\)](#)
- [Sheri Graner Ray \(Bio\)](#)
- [Anne Toole \(Bio\)](#)

#### Justin Berenbaum

VP of Business Development & Strategic Relations, 505 Games



Justin Berenbaum brings over 20 years of business development experience to the video game industry with an emphasis on emerging markets. His career spans international business development, sales, customer support, game development, strategy and licensing for video game developers and publishers and technology companies. Justin is currently VP of Business Development & Strategic Relations for 505 Games and, prior to this position, he ran his own video game consultancy, Theseus Games, Inc., where he worked with technology companies and developers in the interactive space. He also served as VP Business Development for EmSense Corporation, a quantitative biosensory metrics analysis company; was Senior Manager Business Development & Latin America at Activision-Blizzard; and handled business development at Overture (formerly GoTo), pay for performance advertising. Justin holds a B.A. in Economics from the University of California, Santa Cruz and is currently a member of the IGDA Business & Legal SIG, and is a long-time volunteer and supporter of the Make-A-Wish Foundation.

#### Tom Buscaglia

The Game Attorney



Tom Buscaglia, The Game Attorney, is a principal in the law firm The Game Attorney PC, with offices in the Seattle, Washington, US area. Tom has assisted independent game developers since 1991 with all aspects of business and legal matters. Tom wrote the chapter entitled "Effective Developer Agreements" for the book, The Secrets of the Game Business and has written numerous articles, including in Game Developer Magazine, the Game Law series of articles and an Expert Blog on Gamasutra.com. Tom is a perennial presenter at numerous conferences such as the Game Developer Conference and PAX where he speaks on the game industry business and legal matters. Tom, an IGDA member since 2000, is Chair Emeritus of the IGDA Board of Directors and Treasurer of the IGDA Charitable Foundation. As FaTe[F8S] Tom is founder and Supreme Warlord of FaTe's Minions, an online gaming "clan" that has been competing online since January, 1998. So, in addition to his deep professional knowledge base, he has a gamer's appreciation and understanding of the game industry.

#### Luke Dicken

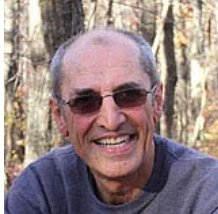
Senior Data Scientist, Zynga Inc.

Luke Dicken is a Senior Data Scientist at Zynga Inc, as well as the first person outside of North America to sit on the Board of Directors for the International Game Developers Association and Chair of the IGDA Foundation, a charity for game developers, by game developers. He holds degrees in computer science, artificial intelligence and bioinformatics and is currently completing a PhD program in Game AI. Luke has written a range of articles and given sessions at



conferences around the world, as well collaborating on a number of game projects. Luke has been passionate about AI since playing "Creatures" as a teenager, and currently chairs the IGDA's Special Interest Group on AI as well as being a member of the AI Game Programmers Guild. He was named as one of Develop magazine's "30 Under 30" for 2013, but hasn't yet found a subtle way to work that into a bio.

**Dr. Farhad Javidi**  
Founder & CEO, Simbryo



Dr. Javidi is the founder/CEO of Simbryo Corporation, a North Carolina-based game development company. He serves as professor/chair of the Simulation and Game Development program at Central Piedmont Community College, the fourth largest community college in the US, where he created the first state-approved associate degree program in Simulation and Game Development in the nation. Dr. Javidi's teams have won the ImagineCup US Game Championship twice and were finalists at the World Finals.

Dr. Javidi is a poet, an author, a nationally-recognized conference speaker and, for three consecutive years, a judge for Microsoft's ImagineCup World competition in the areas of Game Development and Mobile App Development. He is the founder of IGDA Charlotte, where he served as chair for two years. He is also a board member of Union Symphony Society, Inc.

**Trent Oster**  
Director of Business Development &  
Creative Director, Beamdog



Trent Oster started developing games in 1994, as a game designer / artist / programmer on "Blasteroids 3D", a truly awful 16 bit Dos game. Later that year Trent was one of six original co-founders in Bioware, working on the action game "Shattered Steel". After splitting off in 1995 to co-found "PyroTech Studios", Trent returned to Bioware in 1996 to ship "Shattered Steel" as lead 3D Artist/Programmer. During his time at Bioware, Trent worked as a Technical Artist, Programmer and Project Director, leading the development of the award-winning Neverwinter Nights from a one sentence description through two expansion packs and over 5 million units sold. After a stint as the Director of Technology at Bioware (and surviving two acquisitions), Trent left the company in 2009 to co-found Beamdog with former Bioware Lead-Programmer Cameron Tofer. When not rapidly switching hats from Director of Business Development to Creative Director, Trent likes to take breaks in the soothing environment of his Mazda RX-7 Road Race car.

**Sheri Graner Ray**  
Founder, Zombie Cat Studios



Sheri Graner Ray is the CEO and Founder of Zombie Cat Studios and has been designing computer games since 1989. She has worked for such companies as Electronic Arts, Origin Systems, Sony Online Entertainment and Cartoon Network. Most recently she worked with Jesse Schell at Schell Games as the studio's Design Director. She is author of the book, "Gender Inclusive Game Design-Expanding the Market" which was nominated for Game Developer's Book of the Year in 1996.

As an award-winning designer, her title GeoCommander was named Best Serious Game, Government Division at the 2008 I/ITSEC Serious Games Showcase and Challenge. She has been awarded the IGDA's Game Developer's Choice award and has been on the Hollywood Reporter and WGEN's lists of top women in games. In 1998 she founded the IGDA's Women in Game Development Special Interest Group and served as its leader for 10 years. In 2000 she was a founding member of Women in Games International and served as its Executive Director for 6 years. She is a sought after speaker on the subject of game design at conferences worldwide.

**Anne Toole**  
Writer, The Write Toole



Anne Toole is a writer of games, television, webseries, and short fiction. Her credits include the Emmy-winning webseries THE LIZZIE BENNET DIARIES and the WGA-nominated dark fantasy game THE WITCHER. Due to her transmedia experience, Anne has spoken at the inaugural Nokia OpenLab 2008 as well as about game design at GDC Europe, GDC Online, South by Southwest, the Login Game Conference, and Comic-con International. In addition to her work with the IGDA, she was appointed by the West Hollywood City Council to serve on the city's Women's Advisory Board. Anne graduated from Harvard with an ever-so-useful degree in Archaeology and suffers a minor zombie obsession.

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**PRESS RELEASE**

Sixty-two percent of developers indicate their job involves crunch time; nearly half of those work more than 60 hours per week during crunch. **Read the press release.**

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