

Ralph Barbagallo

Founder at FLARB LLC

Greater Los Angeles Area, CA, US

Experienced game developer, designer, and engineer on mobile (Unity3D/iOS/Android), web, and augmented reality projects.

Description

Consulting on the programming, design, deployment, project management and team composition of social/mobile games, virtual worlds, and web MMO games including Rock Band ICONS on Facebook for MTV.

Unity3D and Augmented Reality expert with a focus on mobile. Created Camera Birds, a 3D bird watching game featuring Augmented Realty birds for both iOS and Android.

Built a location based ad network for mobile games using incentivized check-ins, PresencePlay. Created it as business through a startup accelerator.

Started developing and publishing mobile games/apps in 2001--one of the earliest developers of mobile entertainment in the West.

Frequent speaker, blogger, and writer on the topic of the games entrepreneurialism, game design, and game development.

Available for contract development, consulting, or the development of entire external projects.

Availability

Keynote, Moderator, Panelist, Workshop, Host/MC, Author Appearance, Corporate Training

Industry Expertise

Computer Gaming, Toys / Games, Computer Software

Topics

Mobile Games, Iphone Development, Amazon Web Services

Affiliations

Founder Institute

Past Talks

Using Location in Games

LOGIN 2011

iOS and Android Development with Unity3D

GDCO 2012

Native Code is Dead

The IEEE International Symposium on Multimedia 2012

Donut Let the Cupcakes Win

Transmedia SF Startup Weekend

Education

University of Massachusetts at Lowell

BSCS Computer Science

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