

# **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.

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## **Biography**

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 Reality 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.

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## **Availability**

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

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## **Industry Expertise**

Computer Gaming, Toys / Games, Computer Software

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## **Areas of Expertise**

Amazon Web Services, Mobile Games, Iphone Development

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## **Affiliations**

Founder Institute

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## **Event Appearances**

**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

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## **Education**

**University of Massachusetts at Lowell**

BSCS Computer Science

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