



NEW YORK STATE SENATOR

Martin J. Golden

Golden to Host New Industry and Entrepreneurs Roundtable: Growing Computer and Video Game Development in New York

MARTIN J. GOLDEN September 9, 2014

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Brooklyn – New York State Senator Martin J. Golden (R-C-I, Brooklyn), the Chairman of the Senate Select Committee on Science, Technology, Incubation & Entrepreneurship, is announcing that he will be hosting a roundtable meeting of the Committee entitled, “New Industry and Entrepreneurs Roundtable: Growing Computer and Video Game Development in New York” next Tuesday, September 16, 2014, beginning at 10:00 a.m. at the Marine Academic Center Rotunda at Kingsborough Community College, located at 2001 Oriental Boulevard.

The event will feature an overview of the gaming industry by ESA, a review of the tax credits in other states, as well as the startup zones and other New York State development programs. Senator Marty Golden will discuss legislation which he introduced, S. 6548-A, the New York State Digital Game Development and Incentive Act.

Senator Marty Golden stated, “There is no doubt that New York State can lead this Nation in the advancement of the gaming industry. I am looking forward to this roundtable discussion, that will create a discussion around policy and programs that when advanced, will make New York the center of this booming video game design and development universe.”

The roundtable will feature the following participants:

David Grijns

General Manager, Avalanche Studios, Stockholm/NYC

David Hochman

Director, Business Incubator Association of New York State

Eric Gertler

Eric Gertler is currently serving as Executive Vice President for the New York City Economic Development Corporation and Managing Director, Center for Economic Transformation (CET) for the City of New York.

Erik Huey

Erik Huey is the Senior Vice President for Government Affairs at the Entertainment Software Association (ESA).

Chelsea Rao

Empire State Development Corporation Vice President, Digital & New Media Development. develop programs and policy to attract more companies and talent from the industry to New York State.

Greg Trefry

Greg Trefry co-founded the game design studio Gigantic Mechanic and serves as the Director of the Come Out & Play Festival, a festival of street games in New York City.

Jamin Warren

Jamin Warren founded videogame arts and culture company Kill Screen.

Jonathan Bing

Lobbyist with Wilson Elser Moskowitz Edelman & Dicker LLP.

Micah Kotch

Micah Kotch Director of Innovation and Entrepreneurship, NYU-Poly.

Justin Hendrix

NYC Media Lab

Dr. J. Alison Bryant

Dr. J. Alison Bryant, Co-Founder PlayCollective.

Rob Grossberg

Rob Grossberg, Tresensa Rob Grossberg, the CEO of the NYC-based mobile web gaming company TreSensa.

Guha Bala

Guha Bala Co-Founder Vicarious Visions

Wade Tinney

CEO and Founding Partner, Large Animal Games.

Matt Parker

Gigantic Mechanic

The event is open to the public. For more information on the event, please contact Senator Golden's office at (718) 238-6044 or email golden@nysenate.gov.