

GAME QUALITY FORUM GLOBAL 2026

QUALITY ASSURANCE | LOCALIZATION

Workshop Day: 23rd June 2026 • Main Conference: 24th – 25th June 2026
DoubleTree by Hilton Kraków Hotel & Convention Center, Krakow, Poland

SPONSORSHIP & EXHIBITION OPPORTUNITIES

300+
Attendees

3
Days of
Interaction

40+
Countries

120+
Companies



 partner@iqpc.co.uk

GAME PRODUCTION SUMMIT 2026

DELIVERING QUALITY AND
AUTHENTICITY AT SPEED

GAME QUALITY
FORUM SPEAKERS

GAME PRODUCTION
SUMMIT SPEAKERS

PACKAGES

MEET THE TEAM

TWO EVENTS, ONE NETWORKING SPACE

Hello! Cześć! GQF-ers...

Game Quality Forum 2026 has landed—this time in Krakow, Poland!

Players want more content, faster than ever. QA and Loc are adapting to ship quickly while protecting the core metric: quality. GQF helps answer how we maintain excellence while accelerating and optimising.

We'll explore:

- Using human talent to deliver immersive experiences
- Evolving our skills to work with new tech, beyond testing and translation
- Positioning QA and Loc as protectors of quality and authenticity

AI is reshaping our disciplines, and this year we'll share real experiments, successes and failures, to understand where AI adds value and how it can empower human expertise.



Amelia Reeks (she/her)

Event Director
Game Quality Forum

To the leaders shaping game development,

The Game Production Summit is the first event built solely for senior production leaders, a space for their challenges, insights, and expertise. Designed for those delivering quality games on time and on budget, it tackles real operational and leadership issues. AAA production heads will share lessons learned as the industry shifts toward data-driven decisions and rapid, frequent releases.

Across two days, we'll explore how to:

- Streamline build pipelines for stable releases
- Turn production into a strategic function that removes bottlenecks
- Build sustainable teams and develop future production leaders

This industry-first summit unites production and quality leaders, with one ticket giving access to both events.

This is more than a conference - it's the start of the first dedicated production community.



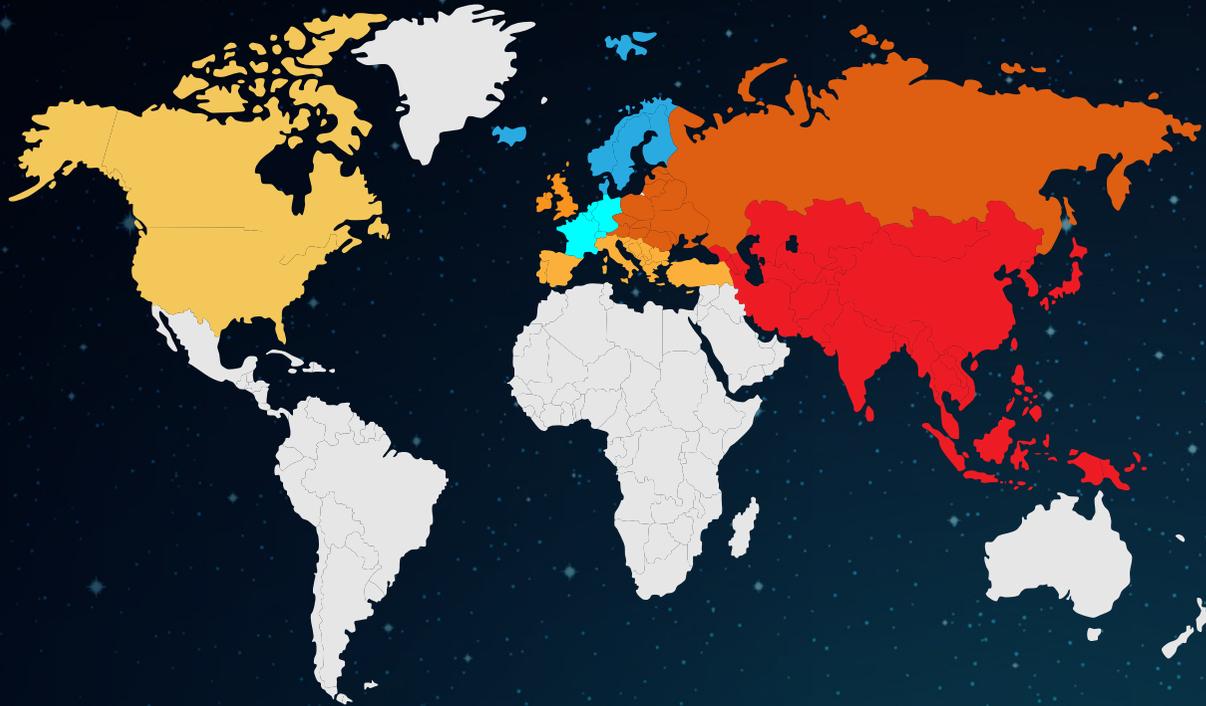
Nikki Kandola

Event Director
Game Production Summit



AUDIENCE OVERVIEW

COUNTRY BREAKDOWN



- Western Europe – 15%
- UK and Ireland – 16%
- Northern Europe – 17%
- Southern Europe – 18%
- Eastern Europe – 8%
- Asia – 6%
- North America & Canada – 18%
- RoW – 2%

AUDIENCE BREAKDOWN

Game Quality Forum:

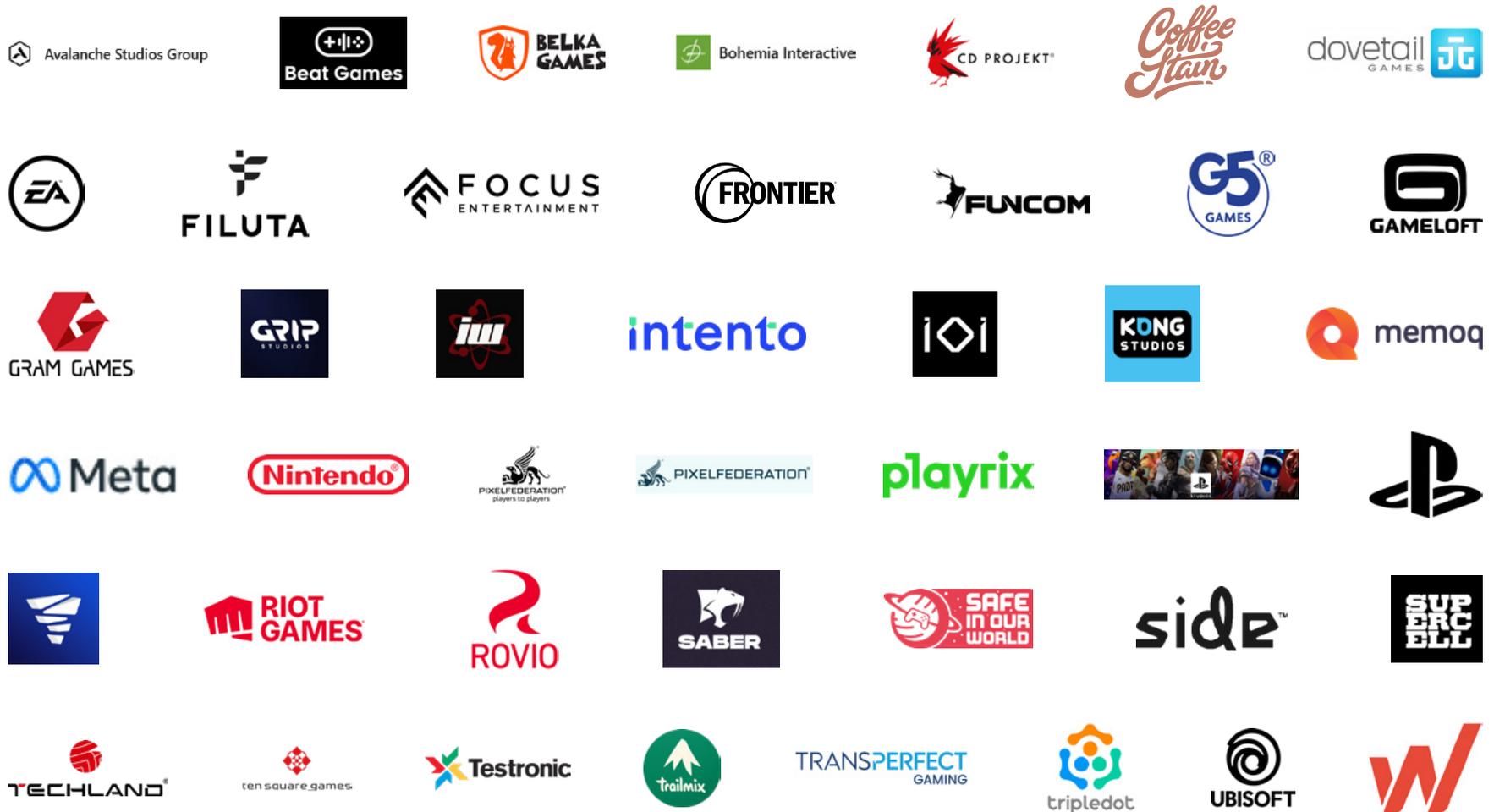
- QA Director
- Technical Director
- Test Automation Lead/ manager
- QA Lead/ Engineer / Manager
- Localization Director
- LQA Lead
- Localization/ Globalization Lead/ Manager
- Studio Head
- Head of Game Operations/ Services
- Director Of External Development / Technology

Game Production Summit:

- Head of Production
- Production Director
- Executive Producer
- Studio Head
- Lead Producer
- Senior Producer



ATTENDEE ORGANISATIONS INCLUDE



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SPEAKER FACULTY

GAME PRODUCTION SUMMIT

GAME
PRODUCTION
SUMMIT 2026

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Darryn Dauth
Production Director,
Battlefield
EA



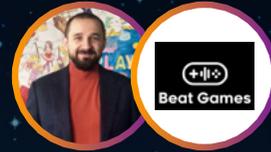
Andreane Meunier
Senior Director of
Production
PlayStation Studios



Viktor Stankov
Production Director
Gameloft



Przemyslaw Kosiorek
Production Director
Tripledot Studios



Mikhail Shmakov
Head of Production
Beat Games – Meta



Natalia Agafonova
Executive Producer
Bohemia Interactive



Stephane Jankowski
Executive Producer
Ubisoft



Steven Bigras
Executive Producer
Avalanche Studios
Group



Marek Jusko
Game Producer
Pixel Federation



Agnes Pinter
Senior Director,
Production
Product Madness



Virginia Kirova
Outsourcing Producer
Avalanche Studios
Group



Andres Zardain
Production Director
Nimble Giant
Entertainment (a part
of Saber Interactive)



Dimo Dimov
VP, Live Games
Gameloft



Maria Maunula
Senior Game Producer
Supercell



Cris Vega
Senior Technical
Executive Producer
IO Interactive



Doug Pennant
Senior Producer
Infinity Ward



Andrey Vigdorovych
Executive Producer
GRIP Studios



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NOW LOADING OUR WORLD LEADING SPEAKER FACULTY... GAME QUALITY FORUM

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Ionut Codreanu
Head of Studio
Funcom



Piotr Tyszko
Associate QA Director
CD Projekt Red



Mariia Lazutkina
QA Director
G5 Entertainment



Nicusor Cojocaru
Head of QA
Gameloft



Vitaly Potapov
Director of QA
Playrix



Cristian Girbea
Director of Quality
Rovio Entertainment



Chris Howell
Lead QA Manager
Gram Games
(a Zynga Studio)



Razvan Safta
Head of QA
Funcom



**Jaques De Mello
Soler**
QA Manager
Dovetail Games



Xavier Marot
Chief Production Officer
Focus Entertainment



**Doriane
Claireaux**
QA Lead
Focus Entertainment



Lucas Higa
Publishing Content QA
Lead
CD PROJEKT RED



Tomasz Herbrich
Publishing Production
Tech QA Lead
CD PROJEKT RED



Phillip Smith
CID Engineering Lead
Frontier Developments



**Sky Tunley-
Stainton**
Head of Programmes
Safe In Our World



Damien Peter
QA Manager
Trailmix Games



Ewa Dacko
Localization Team Lead
Ten Square Games



Mike Kim
Localisation Director
Kong Studios



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SPEAKER FACULTY

GAME QUALITY FORUM

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FORUM GLOBAL 2026
QUALITY ASSURANCE | LOCALIZATION



Anastasiia Nikolaieva
Localization Director
G5 Entertainment



Carla Condemi
Head of QA and Localization
Dovetail Games



María de los Ángeles Rodríguez Marrero
Senior Localization Project Manager
CD PROJEKT RED



David Trieu
Senior Localization Project Manager
CD PROJEKT RED



Mikołaj Szwed
Localization Director
CD PROJEKT RED



Alexander Bukhonov
Localization Lead
Coffee Stain Publishing



Minerva Fontes Torres
Senior Technical Localisation Manager
Frontier Developments



Ari Alcala Collazo
Localization Coordinator
Frontier Developments



Myriam Forbes Gil
Head of Localization
Techland



Estelle Bailly
Coaching with Estelle



Tamara Tirjak
Global Head of Mentoring
Women in Games



Denis Ivanov
Lead Localization Manager
Belka Games

"The networking has been my favourite part of the event. The conversations and seeing where other people's pain points are – knowing that you're not alone in a lot of the challenges you're facing and all trying to tackle them together, and collaborating on finding new ways to move forward."

– Phil Smith, CID Engineering Lead, Frontier Developments



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ENGAGEMENT OPPORTUNITIES



PRE-EVENT WORKSHOP

Meet with a select group of personas for 1hr 30 mins a day before the main conference starts who are looking to learn about the strategies & technologies they can leverage within their QA, Loca or Player support, community and experience projects.



THEMED TRACK SESSIONS

Join QA, Loca or Production Leaders discussing their 2026 strategies and key challenges that you can assist with.



ROUND TABLE DISCUSSION GROUPS

Deep-dive with 10-15 attendees discussing key challenges in a discussion format with 3 x 30 minute rotations.



INSPIRATIONAL KEYNOTES

30 minute speaking session to show your expertise and knowledge addressing a specific pain point or challenge.



LUNCH & LEARN PRIVATE MEETING

Host a Lunch & Learn to showcase your expertise, engage attendees, and power meaningful networking during the busiest part of the event day.



DRINKS / DINNER HOST

Elevate your presence at the event by hosting a drinks or dinner reception—an ideal setting to connect, celebrate, and build lasting relationships.



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2026 PACKAGES

GOLD PARTNER

- ▶ Speaking Opportunity: Across both GPS & GQF
- ▶ Host of evening drinks reception
- ▶ Five (5) Delegate Passes
- ▶ Five (5) Client Guest Passes
- ▶ Gold Branding on all pre-event and onsite signage
- ▶ Private event host

SILVER PARTNER

- ▶ Speaking Opportunity - Track host
- ▶ 10ft x 10ft Networking Booth
- ▶ Four (4) Delegate Passes
- ▶ Four (4) Client Guest Passes
- ▶ Silver Branding on all pre-event and onsite signage

BRONZE PARTNER

- ▶ Workshop or Roundtable Session
- ▶ 10ft x 10ft Networking Booth
- ▶ Three (3) Delegate Passes
- ▶ Three (3) Client Guest Passes
- ▶ Associate Branding on all pre-event and onsite signage

FEATURED EXHIBITOR PARTNER

- ▶ 10ft x 10ft Networking Booth
- ▶ Two (2) Delegate Passes
- ▶ Branding on all pre-event and onsite signage

OTHER SPONSORSHIP OPTIONS



EVENT APP SPONSOR



BOOK SIGNING



REGISTRATION SPONSOR



WI-FI SPONSOR



NETWORKING BREAK SPONSOR



START-UP PACKAGE



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2026 PARTNERS

SPONSORS & PARTNERS



intento



TRANSPERFECT
GAMING

GET IN TOUCH



Cian Fitton

Sponsorship Sales Manager
**Game Quality Forum
& Game Production Summit**
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Ilona Nersesyan

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