2023 AGM Board of Directors Nominees

Mike Berger

Mike Berger is an entrepreneur, tech consultant, and video game developer born and raised in Regina, now living in White City. He attended the University of Regina where he studied Computer Science, receiving his B.S in 2009.

Mike began his career as a freelance developer in the late 90s. After completing his degree, Mike took a job with the Ministry of Education developing tools to support online and distance education. He left the Ministry in 2011 for a role with ISM Canada as a software consultant, and later moved into a management position overseeing the development of ISM's cloud-based services.

In 2017, after being inspired by a virtual reality game prototype his friend was developing, Mike left ISM to co-found BitCutter Studios, a video game and software development company. Their most recent game, Groove Gunner, was nominated for VR Game of the Year at the 2021 Canadian Video Games Awards.

Dave Clampitt

Dave Clampitt has been part of the SaskInteractive Board of Directors for two years now and is looking to continue the work they've been doing. Born and raised in Saskatchewan, Dave has seen the talent in Saskatchewan leave for other markets across the globe and wanted to help build a stronger tech industry here at home. He has obtained a Bachelor of Education from the University of Regina as well as a certificate in New Media Communications from Sask Polytechnic (formerly SIAST). Dave is now a high school teacher in Regina who has been facilitating the Video Game Design course at Campus Regina Public for over 10 years now. He is dedicated to not only training the next IDM creators in Saskatchewan, but also working to support and expand the IDM industry here in Saskatchewan. Dave works with Skills Canada at both the provincial and national levels to deliver the 3D Game Art competition for the last 5 years. He also works with Regina District Industry Education Council (RDIEC) and Skills Canada Saskatchewan to facilitate a summer day camp focused on teaching middle years students about Game Design.

Curtis Gaudet

For the majority of Curtis' graphic design, marketing, and communications career, he has worked on print and branding design. Over the years, his responsibilities grew to include organic and paid social media management, brand and reputation management, as well as content creation and marketing strategy. Most recently, he has stepped into a management role and has really enjoyed learning how to work with others in a supervisory capacity.

He takes his inspiration from anything and everything around him. He is a lover of music and learns best by doing. He was at one time a guitar player in a heavy metal band, writing and composing songs, playing shows, and he even toured once. Lessons are learned in all walks of life, and he does his best to apply the things he learns to his work. He has recently discovered a passion for telling stories in gaming format, so a lot of his free time is spent shaping the skills he needs to get his ideas off the ground.

Mark Lloyd

Mark Lloyd is an immensely experienced business management consultant and esports industry expert. He is the founder of The Matrix Gaming Centre, which is recognized as one of North America's longest-running LAN gaming facilities. Mark's profound passion for gaming has driven him to organize grassroots esports tournaments, including the largest Fortnite tournament in Canada. He also holds the esteemed position of being a founding member of the Saskatchewan Esports Association.

Alongside his extensive non-profit experience, Mark currently contributes his expertise to WestJet, actively participating in IT infrastructure modernization efforts. Additionally, he operates Hinterland Solutions and Consulting, where he assists small businesses with a wide range of IT solutions. These encompass hardware rollouts, file and email migration, website hosting and development, as well as backup solutions.

Mark's unwavering commitment to the growth and success of the interactive media industry is further exemplified by his pursuit of a second term as a board member and Vice President of SaskInteractive. With his diverse skill set and profound experience, Mark remains dedicated to making a lasting impact and driving innovation within the gaming and esports sectors.

Nykola Reed

Nykola Reed is a game developer living in Regina, SK. Starting game development with GameMaker as a child, his passion reignited while in Software Systems Engineering at the University of Regina, and when meeting the local community at the first Regina Global Game Jam. Since getting involved, he has assisted in running events, and has ran multiple game development workshops for the community. Beyond game development, his passions expand into all forms of digital arts, and he wants to see interactive media in Saskatchewan thrive.

Arlin Schaffel

Arlin is currently an Instructor at Saskatchewan Polytechnic in the Interactive Design & Technology program. Throughout his career he has prided himself on staying in touch with local industry. He's worked at several local studios and helped run several local events. He feels passionately about technology and improving the local industry. He is also no stranger to boards and spent several years on the board of the Bridge City Bicycle Cooperative. Arlin thinks he could make a great impact on the board.

For details about Arlin's past experience in industry please visit his LinkedIn:
https://www.linkedin.com/in/arlin/

Adam Tilson

Adam Tilson, M.A.Sc., P.Eng., is a software systems engineer with a strong academic background. He obtained his undergraduate degree in Software Systems Engineering and later pursued a Master's degree in the same field, both from the University of Regina. With a passion for continuous learning, Adam became a professional engineer and now shares his knowledge as a laboratory instructor at the University of Regina, specializing in Software Systems Engineering. Adam's teaching portfolio includes a diverse range of labs, covering various aspects of software development, such as user interface prototyping using Figma, full-stack web development with Node.js, network modeling, and applied artificial intelligence and machine learning.

In addition to his academic commitments, Adam actively contributes to the technical community through his volunteer work. He serves as the treasurer, webmaster and computer chapter chair in the IEEE South Saskatchewan Section, showcasing his leadership and financial management skills. He is the IEEE representative in the Regina Engineering Society, bridging the gap between these two technical organizations. As an enthusiast of game development, Adam also co-chaired the Global Game Jam Regina in 2023, demonstrating his passion for fostering creativity and collaboration in the local game development community. Alongside his academic and volunteer endeavors, Adam runs his own independent game development company, Delicious Polygons. Currently, he and his team are immersed in their first project.