Hiroshi Omae

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Hiroki has been a game programmer since age of fourteen. He worked for decade in Japan's game industry with a strong passion of improving game development workflow. Today he works for Unity to help Japanese developer community have more creative freedoms.

"Just for fun" crosses boarders : Unity as a knowledge canal

Democratize game development" - has been the single and ultimate purpose of Unity Technologies since it was founded, and now its development tool "Unity" has grown to be an ecosystem that is used by over 2,000,000 people throughout world, and its application is not limited to games but for various industries.

If you observe this ecosystem, you may notice there are several creators who enjoys cross-boarder, cross-vertical collaborations freely without heavy liftings, while such collaborations usually requires patience and perseverance. What are they different? What can we learn from them? This session tries to illustrate some of the key points that removes perseverance and replaces with "fun".