

**HAXE**



**2018**

US-SUMMIT · SEATTLE · MAY 3-5

S P E A K E R S

S C H E D U L E

I N F O



**HAXE**

# W E L C O M E

Hello Haxians,

It all started with a post it taped to a lamp post and some Haxians waiting in a café for Nicolas to come lead the way. We've come a long way since then. All the way from Bordeaux, across seven years and five thousand miles. Well, 5.136 miles to be precise.

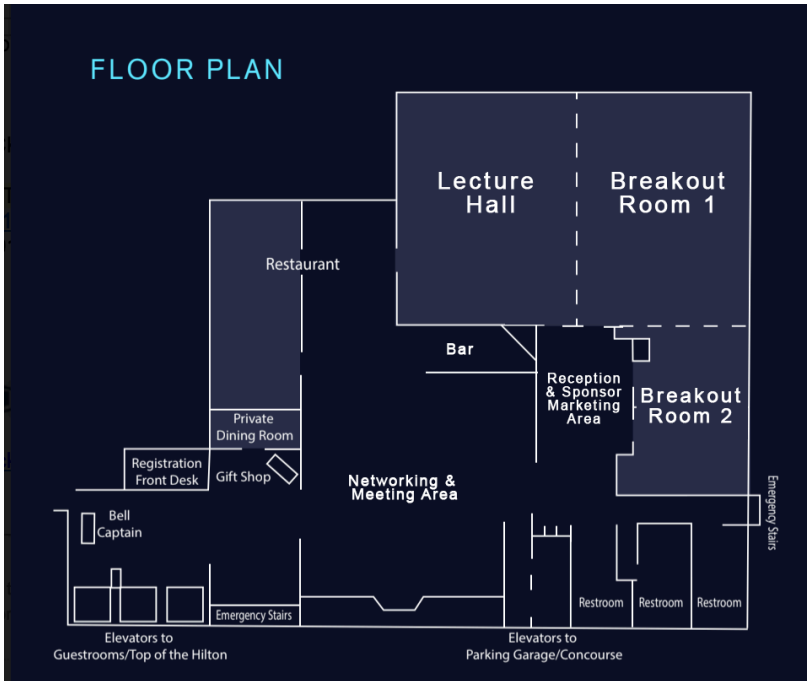
Let's take a moment to appreciate the distance traveled, the time spent, and the progress made. Thank you so much!

The next three days will be filled with talks, workshops, exciting conversations, and new connections. We've also taken care of culinary provisions, caffeinated beverages, and evening entertainment. Now, go enjoy yourselves at the Summit!

Let's have a blast!

A handwritten signature in black ink that reads "Fiene". The signature is written in a cursive, flowing style with a prominent horizontal line above the first few letters.

Haxe Foundation Community Advocate



## PARTIES & EVENTS

3 May

### **Haxe Summit “Casino Night” Party**

Top of the Hilton

Thursday Night 20:00 - 00:00

4 May

### **FlowPlay Open House**

FlowPlay Offices - Seattle

Friday Evening 18:00 - 00:00

# S P E A K E R S

Visit [summit.haxe.org](http://summit.haxe.org) for our speaker interviews and more details about each session.



## **Nicolas Cannasse**

Director of the Haxe Foundation

**Haxe 4.0** - An update on the recent Haxe changes, Haxe Foundation activities, and things that the team has been working on for Haxe 4.0.

**Making Games With Heaps.io**

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## **Jeff Ward**

Co-Founder and Principal Engineer at Woot Math

**Better Stacks with Haxe**

Let's build a web app from the ground up.

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## **Thomas J. Webb**

Chief Software Architect at Osaka Red

**Literate Programming with Haxe** - How to take Haxe to the next level with the power of Haxe macros.

**The Case for Doing Everything in Haxe**

A single code base in Haxe for all parts.

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## **Joshua Granick**

Managing Director of OpenFL

**OpenFL Next**

Insights into the vision that drives the OpenFL project.

**OpenFL Advanced**

Take your skills to another level.



## **Dan Goldstein**

Founder of Hyper Awesome Entertainment LLC

### **Console Punks: Haxe and Games for Xbox, PlayStation, PC, the Web, and Beyond**

This talk should be relevant for anyone interested in doing console game development using Haxe.

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## **David Mouton**

Software Architect at Onepoint

### **Code Of War**

Code of War is a platform for developers of any level to learn Haxe and improve their coding skills while playing a real game.

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## **Scott Pultz**

Chief Architect at FlowPlay

### **Deep Dive on Porting ActionScript to Haxe**

FlowPlay recently completed the transition of Vegas-World from ActionScript to Haxe. Learn how they successfully ported over 1 million lines of code.

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## **Francis Bourre**

Software Architect at Docler Holding

### **Consuming Injections With Minimal Dependencies**

This talk will showcase some maintainable and performant solutions used to manage dependencies with Haxe.

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## **Andy Li**

Senior researcher at TCL Research

### **Introductory Haxe Workshop**

Learn the basics of Haxe by writing a simple game and discover what makes Haxe so powerful in cross-platform development.



## **Adam Breece**

Software engineer and automation enthusiast

### **OpenFL Project Configuration For Power Users**

Configuring an OpenFL project with Haxe.

### **What I Wish I'd Known When Creating Our Mobile Development Pipeline**

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## **Juraj Kirchheim**

Haxe Addict

### **Reliable Package Management With Lix**

Lix is a new package manager for Haxe that strives to provide a remedy for many of haxelib's inadequacies.

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## **Craig Robinson**

VP of Mobile at FlowPlay

### **Building Haxe/OpenFL Native Extensions for iOS and Android**

This talk is intended to make it easier for all developers to write their own native extensions.

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## **Laurent Deketelaere**

HexMachina Programmer at Docler Holding

**A Deep Dive Into Hexunit** - hexMachina's Unit Test library in detail and its endless possibilities

**hexMachina Status** - a look at changes made since the Amsterdam Summit & Stable Release roadmap.

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## **Allan Dowdeswell**

CEO at Confidant Communications

### **Haxe: A Dream-come-true For Browser Interactivity**

For people considering Haxe for browser-based interactivity, I will be showing numerous examples that showcase Haxe as a solid investment.



## **Phil Chertok**

Marketing Director at the Haxe Foundation

### **Blossom.hx: Growing Haxe Together**

Learn how both the foundation and the community will cultivate growth for Haxe in the near and long-term future.

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## **Robert Konrad**

Researcher at Technische Universität Darmstadt

### **Code Along With Kha**

A new way of doing things.

**Kha & OpenFL** - demo of what Kha can do for other Haxe projects like HaxeUI, Heaps and OpenFL.

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## **Eric Bishton**

Software Architect and Engineer

### **Get Your Project Humming With IntelliJ IDEA**

A short walk-through of typical developer workflows using IntelliJ IDEA, including project setup, coding environment, and debugging help and hints.

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## **Justin Donaldson**

Data Scientist/ML Engineer at Salesforce.com

### **Golgi: Fast Cross-platform Routing And Dispatch**

Golgi is a routing library that is geared for speed and composability, and uses a macro-generated class interface as a route dispatch table.

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## **Josefiene Pertosa**

Community Advocate at the Haxe Foundation

### **Welcome to the US Summit in Seattle**

Why you're here and what will happen while you are.

**See You Soon!**



**FlowPlay** is the company behind the most powerful immersive gaming platform for casual and sports wagering games, virtual worlds and social casinos.

A developer, operator and publisher, FlowPlay serves both consumers and businesses with engaging online and mobile free-to-play experiences. Partners turn to FlowPlay for its extensive multiplayer infrastructure, industry-leading monetization rates and proven track record helping businesses launch custom-branded online games.

FlowPlay's consumer products include ourWorld, one of the most popular teen virtual worlds, and Vegas World, the industry's most engaging multiplayer social casino. Together, they have been played by a loyal community of more than 75 million users around the world.





**The Haxe Foundation** was founded a few years into the open source development of Haxe. Its purpose is to fund the long-term development of Haxe, coordinate resources, and provide support to companies using Haxe.

The goals of the Haxe Foundation are to:

- ✘ support the Haxe ecosystem by funding core technologies;
- ✘ channel, direct and coordinate development resources, and maintain a focused direction for future development efforts;
- ✘ provide a single point of contact for companies wanting to evaluate Haxe as a potential solution;
- ✘ offer support to companies working with Haxe in order to ensure that help will be available if needed;
- ✘ support the Haxe Open Source Community by organizing events and user groups.

# HAXE & KISSES

## **Shout out to all Haxians,**

If you need help fighting the post-conference blues, have a look at our social media for some reminiscence.

## **Got any good pictures or anecdotes to share?**

Jump onto Twitter and go right ahead using our favorite hashtag: **#haxesummit**

# SOCIAL CONTACTS

Twitter: @haxesummit

e-mail: [events@haxe.org](mailto:events@haxe.org)

web: [summit.haxe.org](http://summit.haxe.org)



# SCHEDULE

## THURSDAY

9:00  
9:15 **Josefiene Pertosa**  
Opening Address

9:30  
10:30 **Nicolas Cannasse**  
Haxe 4.0

10:30  
11:30 **Robert Konrad**  
Kha & OpenFL

11:30  
12:00 **Adam Breece** - OpenFL Project  
Configuration For Power Users

12:00  
13:00

## LUNCH

13:00  
14:00 **Scott Pultz**  
Deep Dive on Porting  
ActionScript to Haxe

14:00  
15:00 **Eric Bishton**  
Get Your Project  
Humming With  
IntelliJ

**Craig Robinson**  
Building  
Haxe/Open  
FL Native

15:00  
16:00 **Thomas J. Webb**  
Literate  
Programming  
With Haxe

**Laurent  
Deketelaere**  
A Deep Dive Into  
hexUnit

16:00  
18:00 **David Mouton**  
Code of War

**Jeff Ward**  
Better Stacks  
With Haxe

18:00  
00:00 **Haxe Summit "Casino Night" Party**  
Top of the Hilton

## FRIDAY

9:00  
9:45 **Joshua Granick**  
OpenFL Next

10:00  
11:00 **Juraj Kirchheim**  
Reliable Package Management  
with Lix

11:30  
12:00 **Laurent Deketelaere**  
hexMachina Status & Roadmap

11:30  
12:00 **Adam Breece** - What I Wish I'd Known  
When Creating Our Mobile Dev Pipeline

13:00  
14:00 **Phil Chertok**  
Blossom.hx - Growing Haxe Together

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15:00 **Justin Donaldson**  
Golgi: Fast Cross Platform  
Routing And Dispatch

15:00  
17:00 **Joshua Granick**  
OpenFL Advanced

18:00  
00:00 **FlowPlay Open House**  
FlowPlay Offices - Seattle

## SATURDAY

9:00  
10:00 **Thomas J. Webb**  
The Case for Doing  
Everything in Haxe

14:00  
15:00 **Andy Li**  
Introduction  
to Haxe

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14:00  
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Minimal  
Dependencies

**Dan Goldstein**  
Console Punks:  
Haxe & Games for  
Xbox, PlayStation,  
PC, the Web, and  
Mobile

15:00  
17:00 **Nicolas Cannasse**  
Making Games With Heaps

17:00  
17:30 **Josefiene Pertosa**  
Closing Address

17:30  
18:00 **Open Discussion**