



Meet the Mighty Diamonds: a collective of seasoned consultants from all over the world, all passionate about video games and ready to share our top-notch expertise with studios, publishers and investors. We've got it all covered – from production and marketing to game design, business, and management, all aimed at scaling-up and thriving on the market. We're also here to provide the flexible, smart solutions you need to grow and innovate. We can't wait to team up and share ideas with everyone at the Nordic Game Conference this May!



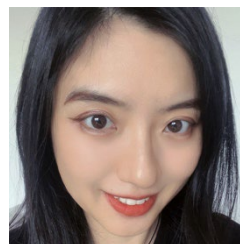
Casey Al-Kaisy

Casey is the Founder of Mighty Diamonds consultancy collective. He has +12 years of experience making & operating F2P and AAA Live Service Games with background in Product, Production, Management and Business. Casey was most recently at Arrowhead Games Studios as Live Service Director on Helldivers 2.



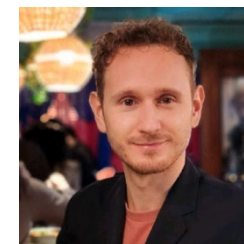
André Persson

With over 25 years of experience, André excels in research, marketing, publishing, and communication. He has spearheaded strategies and operations at regional & global levels with companies like Bandai Namco, Sharkmob, Starbreeze. André offers publishing strategies, combining strong leadership with keen insights to studios and publishers of all sizes.



Vivy Zhao

Vivy has over a decade in gaming. She is an expert in business development and publishing. Her skill set also encompasses game scouting and marketing, with outstanding results at Paradox, Perfect World, Wanda Games, and Changyou. She connects developers, publishers, and investors in publishing opportunities for PC, console, and mobile.



Patrick Rose

Patrick, with a decade of experience in product strategy, user engagement and psychology, has contributed to brands like Elden Ring, Tekken, Tamagotchi, and Cyberpunk across platforms like consoles, PC and mobile. His skills in business analysis, game research and design enhance game performance and player retention, benefiting studios and publishers.



Ravi Gogte

Ravi brings over 12 years of experience in gaming consumer insights, with major franchises like Battlefield, Star Wars, and Fortnite under his belt. Now his focus is connecting small and medium studios with their players. From exploratory concept research to a data driven audience segmentation, knowing your player is the first step to designing for them.



Martijn van Zwieten

Martijn is an independent business coach and consultant with 14+ years industry experience. His main focus is on helping ambitious leaders build better videogame companies. As a consultant, he combines his practical experience with knowledge from his MBA degree to help ambitious leaders overcome the challenges of running and growing a videogame company.



Gregory Queste

With 22 years in marketing and publishing, Greg has track records on EA franchises like Battlefield, The Sims, NFS, Mass Effect, and Dragon Age. He now supports studios and publishers as a consultant. His expertise includes brand strategy, global campaigns, product management, communication. A catalyst for strategy, discoverability, and implementation.