

# Japanese Game Creators & Artists for your convention



# **WHY THIS EXISTS**

Fans want to meet the creators behind iconic video games.

Many of these creators rarely appear at conventions.

We make them accessible – professional, reliable and international.

# WHAT WE DO – OUR MISSION

International representation of Japanese game creators

Booking for:

- ❖ Panels
- ❖ Signings
- ❖ Meet and Greets
- ❖ Live performances (where applicable)

Full coordination:

- ❖ Communication
- ❖ Travel
- ❖ On-site support
- ❖ Seamless Translation
- ❖ Cultural & language mediation

# WHO WE ARE

GentleGamer is an international talent representation focused on Japanese game creators. We work directly with developers, artists and composers and support conventions worldwide with reliable booking and professional coordination.

Led by Daniel Vetter and Animo we bring over 40+ years of combined experience in gaming, marketing, live events and Japanese to English translation. Former management of internationally known videogame artists Nobuo Uematsu, David Wise & Kevin Bayliss.



# Meet the Talent

Our represented talents:

- ❖ Game directors & producers
- ❖ Character designers & visual artists
- ❖ Composers & performers

Suitable for:

- ❖ Main stage programming
- ❖ Curated panels & talks
- ❖ Autograph sessions and special guest appearances
- ❖ And much more – please feel free to ask us

- Some guests are rare or first-time  
convention appearances -

Legendary Japanese composer and sound designer best known for defining the sound of the Silent Hill series.

**Why this guest works at conventions:**

- Very high recognition across gaming, music, and pop culture audiences
- Strong crossover appeal between games and live music
- Experienced international performer and speaker

**Known works / audience draw:**

- Silent Hill series
- The Medium
- Shadows of the Damned

**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Meet & Greets
- Autograph sessions & photo ops
- Live concerts

**Special notes:**

Composer of multiple globally recognized franchises and beloved by horror fans for the soundtrack of the Silent Hill series. Available for live music performances depending on event setup.

More details about Akira Yamaoka [here](#).

SILENT  
HILL



Beloved Japanese game director best known as the creator of Silent Hill, SIREN and Gravity Rush.

Why this guest works at conventions:

- Extremely high recognition among horror and narrative-driven game fans
- Creator of globally influential franchises
- Strong demand as a prestige convention guest

Known works / audience draw:

- Silent Hill
- SIREN
- Gravity Rush
- Slither Head

The logo for Silent Hill, featuring the words "SILENT" and "HILL" in a jagged, hand-drawn, black font. The letters are thick and irregular, with some white highlights, giving it a distressed and horror-themed appearance. The word "SILENT" is on the top line and "HILL" is on the bottom line, with the letters of "HILL" appearing slightly more fragmented.

Available booking formats:

- Panels
- Moderated on-stage conversations
- Meet & Greets
- Autograph sessions & photo ops
- Lectures on game storytelling and player agency

Special notes:

Creator of multiple globally recognized franchises and beloved by horror fans for creating Silent Hill, SIREN and Slither Head.

More details about Keiichiro Toyama [here](#).



Influential Japanese game director, planner and producer at Square (now Square Enix), known for shaping narrative-driven Japanese Roleplaying games from the genre's formative era to the present day.

#### Why this guest works at conventions

- Direct link to the formative years of Japanese role-playing games
- Deep first-hand insight into Square Enix's golden era of RPG development
- Experienced speaker with academic and educational background
- Strong appeal to fans, developers and cultural institutions alike

#### Known works / audience draw

- Final Fantasy IV (Event Planning / Scenario)
- Chrono Trigger (Planning / Event Design)
- Live A Live (Director)
- Parasite Eve (Director)

#### Available booking formats:

- Panels
- Moderated on-stage conversations
- Meet & Greets
- Autograph sessions & photo ops
- Lectures on game storytelling and player agency

#### Special notes:

University lecturer and educator in game design and interactive storytelling. Offers rare historical perspective combined with reflective, articulate presentation.

More details about Takashi Tokita [here](#).

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ファイナルファンタジー



Legendary Japanese game designer and director, best known for Super Mario RPG and Mario & Luigi series.

**Why this guest works at conventions:**

- Global recognition through iconic Nintendo and Square titles
- Strong appeal to JRPG and retro audiences
- Combines game development and music background

**Known works / audience draw:**

- Super Mario RPG
- Mario & Luigi series
- Final Fantasy Legend III
- Fantasian



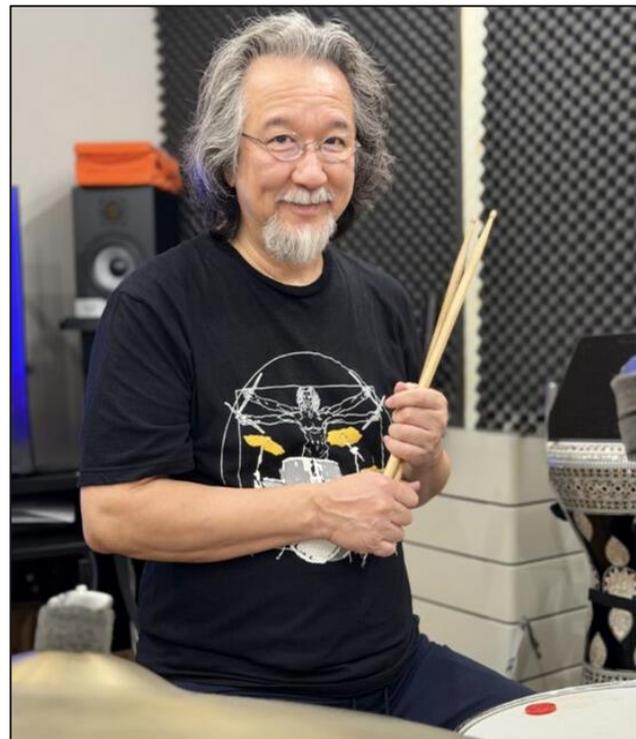
**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets
- Live music performances

**Special notes:**

Nintendo/Square Enix-focused guest with strong legacy appeal. Works perfectly together with Super Mario RPG designer [Kazuyuki Kurashima](#).

More details about Chihiro Fujioka [here](#).



Japanese game director and producer at Koei Tecmo, best known as the creator of the Fatal Frame aka Project Zero series.

**Why this guest works at conventions:**

- Creator of one of Japan's most influential horror game franchises
- Very strong recognition among horror and PlayStation audiences
- High prestige value for genre-focused conventions

**Known works / audience draw:**

- Fatal Frame series (Project Zero)

**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets

**Special notes:**

Key creative figure behind the Fatal Frame aka Project Zero horror franchise. Has never been to an international convention. **World premiere potential!**

Works very well with other Horror icons like [Hifumi Kouno](#) and Keiichiro Toyama.

More details about Makoto Shibata [here](#).

FATAL FRAME



Japanese composer best known for the Ace Attorney series a highly beloved series by Japanese developer Capcom.

#### Why this guest works at conventions:

- Strong recognition among narrative-driven game fans
- Music performed in concert settings
- Rare guest opportunity

#### Known works / audience draw:

- Phoenix Wright: Ace Attorney
- Ghost Trick: Phantom Detective
- Viewtiful Joe
- Dragon Ball Heroes

#### Available booking formats:

- Panels (composer talks)
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets

#### Special notes:

Highly beloved by a large community for his Phoenix Wright soundtrack.  
Has never been to an international convention. **World premiere potential!**

More details about Masakazu Sugimori [here](#).



Japanese game director, the godfather of Survival Horror and creator of the Clock Tower series, a foundational title of psychological horror games.

**Why this guest works at conventions:**

- Strong cult following among horror and retro game fans
- Historical relevance within the survival horror genre
- High interest due to rare public appearances

**Known works / audience draw:**

- Clock Tower
- Clock Tower II
- Steel Battalion
- Infinite Space

C L O C K  
T O W E R

**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets

**Special notes:**

The perfect candidate for your horror fans. Never appeared at a fan convention before. Works very well with other Horror icons like [Makoto Shibata](#) and [Keiichiro Toyama](#).

More details about Hifumi Kouno [here](#).



Japanese game designer, illustrator and character designer.  
Best known for shaping the visual identity of iconic Nintendo franchises.

**Why this guest works at conventions**

- Very high recognition among Nintendo, retro and action game fans
- Strong visual legacy tied to globally known franchises
- Excellent fit for art, design and behind-the-scenes programming
- Approachable guest with strong appeal for moderated talks and Q&A

**Known works / audience draw**

- Star Fox (character & visual design)
- F-Zero (character design, worldbuilding)
- The Legend of Zelda: Majora's Mask (art & character contributions)
- The Legend of Zelda: A Link to the Past (visual contributions)

**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets
- Live drawing sessions

**Special notes:**

Former long-time Nintendo creative. Strong legacy appeal with a focus on visual design and character creation. Beloved by Nintendo fans worldwide.

More details about Takaya Imamura [here](#).



Japanese game scenario writer at Square Enix for 27 years, known for narrative work on character-driven action RPGs.

**Why this guest works at conventions:**

- Recognition among Square Enix and PlayStation RPG audiences
- Known for cinematic and story-heavy game narratives
- Relevant for story, writing, and development-focused convention programming

**Known works / audience draw:**

- The Bouncer
- Crisis Core: Final Fantasy VII
- Final Fantasy XIII
- The SaGa series
- The Mana series

**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets

**Special notes:** Scenario and narrative-focused guest. Has never been to an international convention.

More details about Kazuyuki Shindo [here](#).



Japanese artist and character designer who defined the visual identity of the iconic Japanese roleplaying Mana series.

**Why this guest works at conventions:**

- Highly recognizable art style
- Strong appeal to Japanese Roleplaying Game and retro audiences
- Historically influential visual creator

**Known works / audience draw:**

- Secret of Mana
- Trials of Mana
- Legend of Mana
- Mother 3
- EGGIA



**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets
- Live drawing sessions

**Special notes:** Square Enix-focused guest with strong legacy appeal. Works perfectly with Mana-series composer [Hiroki Kikuta](#) or Visions of Mana director [Kenji Ozawa](#). Has never been to an international convention.

More details about Shinichi Kameoka [here](#).



Creative and quirky Japanese character designer and illustrator best known for his work on Live a Live, Super Mario RPG and the Mario & Luigi series.

#### Why this guest works at conventions:

- Strong recognition among Nintendo, Mario, Pokémon and JRPG fans worldwide
- Distinctive character art associated with iconic Nintendo & Square Enix franchises
- High appeal for art-focused and retro-oriented convention audiences

#### Known works / audience draw:

- Super Mario RPG
- The Mario & Luigi series
- Pokémon Scarlet and Violet
- Little King's Story
- Live A Live



#### Available booking formats:

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets
- Live drawing sessions

#### Special notes:

Has never been to an international convention. Works perfectly together with Super Mario RPG director [Chihiro Fujioka](#) or Live a Live director [Takashi Tokita](#).

More details about Kazuyuki Kurashima [here](#).



Japanese character designer best known for defining the visual style of Final Fantasy IX, Final Fantasy Crystal Chronicles and the Chocobo series.

**Why this guest works at conventions:**

- Very high nostalgia value among Final Fantasy fans
- Recognizable, whimsical character designs
- Strong visual appeal for art-focused convention programming

**Known works / audience draw:**

- Final Fantasy IX
- Chocobo series
- Dissidia Final Fantasy
- Final Fantasy Crystal Chronicles series

**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Meet & Greets
- Autograph sessions & photo ops
- Live drawing sessions

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ファイナルファンタジー

**Special notes:**

Key creator behind the iconic look of Final Fantasy Chocobos and highly in demand by Japanese roleplaying fans. Has never been to an international convention.

Works very well with Final Fantasy Crystal Chronicles composer [Kumi Tanioka](#).

More details about Toshiyuki Itahana [here](#).



Japanese composer best known for her work on the Final Fantasy Crystal Chronicles series and intimate, melodic game soundtracks.

#### Why this guest works at conventions

- Strong emotional connection with JRPG and Final Fantasy audiences
- Distinctive, intimate musical style that stands out from large orchestral scores
- Highly suitable for curated talks and music-focused programming

#### Known works / audience draw

- Final Fantasy Crystal Chronicles series
- Hyrule Warriors
- Minecraft Japan Edition
- Ragnarok Online

#### Available booking formats

- Panels (composer talks)
- Moderated on-stage conversations
- Live concerts
- Autograph sessions & photo ops

#### Special notes

Known for a more intimate and personal approach to game music. Works especially well in combination with Final Fantasy Crystal Chronicles character designer [Toshiyuki Itahana](#) or Mana-series guests for themed line-ups.

More details about Kumi Tanioka [here](#).

**FINAL FANTASY**  
ファイナルファンタジー



Japanese composer best known for the soundtrack of the Japanese roleplaying series Mana by Square Enix.

**Why this guest works at conventions:**

- Iconic legacy among Japanese Roleplaying game fans
- Known for rare public appearances
- Strong music-focused audience appeal

**Known works / audience draw:**

- Secret of Mana
- Trials of Mana
- Romancing SaGa
- Visions of Mana

SECRET of MANA

**Available booking formats:**

- Panels (composer talks)
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets

**Special notes:**

Rare public appearances. Works perfectly with Mana-series designer Shinichi Kameoka or Visions of Mana director Kenji Ozawa.

More details about Hiroki Kikuta [here](#).



American illustrator responsible for iconic cover art of classic Konami titles.

**Why this guest works at conventions:**

- Highly recognizable artwork
- Strong nostalgia appeal
- Rare convention guest

**Known works / audience draw:**

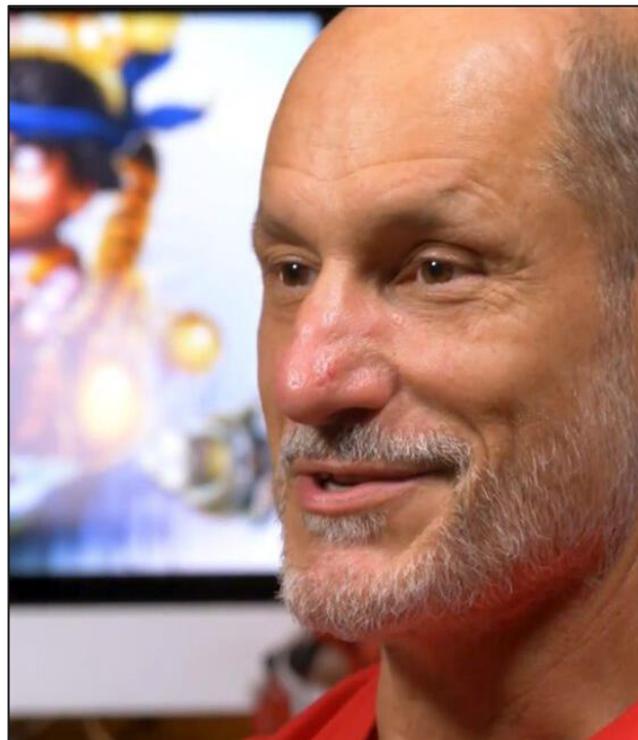
- Super Castlevania IV
- Contra III
- TMNT IV: Turtles in Time
- Sunset Riders

**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets
- Live drawing sessions

**Special notes:** An entire generation of gamers grew up with his iconic coverart. Has never been to an international convention. World premiere potential!

More details about Tom duBois [here](#).



Japanese composer known for RPG Maker, Nintendo, and Square Enix projects.

**Why this guest works at conventions:**

- Strong recognition among indie developers
- Experience across indie and AAA titles
- Relevant for music and development programming

**Known works / audience draw:**

- RPG Maker
- Tomodachi Collection
- World for Two
- Final Fantasy Pixel Remasters

**Available booking formats:**

- Panels (composer talks)
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets

**Special notes:**

Reimagined the beloved Final Fantasy score from Part I - VI.  
Has never been to an international convention.

More details about Daisuke Shiiba [here](#).



Japanese game producer and director, director of Visions of Mana and founder of STUDIO SAS

**Why this guest works at conventions**

- Represents modern Japanese RPG development
- Combines major franchise experience with independent studio leadership
- Offers insight into contemporary production realities
- Approachable speaker with international outlook

**Known works / audience draw**

- Visions of Mana (Director)
- Dragon Ball: Strongest Battle
- Former leadership role at NetEase Sakura Studio

**Available booking formats**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets

**Special notes:**

Active on Twitch and experienced in engaging with international audiences.

More details about Kenji Ozawa [here](#).



Japanese indie game development collective focused on narrative-driven mystery and urban legend titles.

#### Why this guest works at conventions

- Offers a rare full-team perspective from Japanese indie development
- Strong focus on narrative, atmosphere and unconventional storytelling
- Well suited for curated and discussion-driven programming

#### Known works / audience draw

- Makoto Wakaido's Case Files series
- Urban Myth Dissolution Center
- Death Note: Werewolf

#### Available booking formats:

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets
- Workshops (Graphics, Sound, Gameplay)

#### Special notes:

The team consists of multiple creative disciplines, enabling multi-perspective panels and in-depth discussions.

More details about HAKABABUNKO [here](#).



Japanese visual artist and graphic designer known for atmospheric and pixel-based indie game art.

**Why this guest works at conventions**

- Strong visual identity with high recognition value
- Appeals to indie, art and design-focused audiences
- Bridges retro aesthetics and modern visual storytelling

**Known works / audience draw**

- World for Two
- Makoto Wakaido's Case Files
- Urban Myth Dissolution Center

**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets
- Live drawing sessions

**Special notes:**

Winner at the Indie Games Festival 2021 with strong appeal to visually driven and indie-focused convention programming. Winner of the official PlayStation Award 2025.

More details about HAFU HAFU ODE-N [here](#).



Japanese game director and scenario writer known for cult narrative-driven titles.

**Why this guest works at conventions:**

- Recognized for unconventional creative projects
- Strong cult following
- Relevant for narrative-focused panels

**Known works / audience draw:**

- Rule of Rose
- Little King's Story
- Lollipop Chainsaw
- Shadows of the Damned

**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets

**Special notes:**

Produced horror classic Rule of Rose, beloved by a devoted community. Has never been to an international convention.

More details about Tom Ikeda [here](#).



Cult Japanese game creator and director, best known for Deadly Premonition.

**Why this guest works at conventions:**

- Strong cult status among international fans
- Known for highly personal fan interaction
- High demand at conventions due to unique creative voice

**Known works / audience draw:**

- Deadly Premonition
- D4: Dark Dreams Don't Die
- The Good Life
- Hotel Barcelona



**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets

**Special notes:**

Guinness World Record for 'Most Critically Polarizing Game' (Deadly Premonition).

More details about Swery65 [here](#).



German pianist and composer specializing in video game music performances.

**Why this guest works at conventions:**

- Cross-over appeal between gaming and classical music audiences
- Experienced international live performer
- Suitable for concert and convention formats

**Known works / audience draw:**

- Benyamin Nuss Plays Uematsu
- Xenosaga Piano Collection
- NIER concert series
- Performances with Nobuo Uematsu

**Available booking formats:**

- Panels (composer talks)
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets

**Special notes:**

Additional concert performance fee applies.

More details about Benyamin Nuss [here](#).



Japanese singer, lyricist and MC active in rock music and video game soundtracks.

**Why this guest works at conventions**

- Strong live stage presence
- Recognizable voice across game and music projects
- Suitable for both performance-based and discussion formats

**Known works / audience draw**

- Vocalist for Rockband 44MAGNUM
- Granblue Fantasy
- Puzzle & Dragons
- Beatmania IIDX

**Available booking formats**

- Live performances
- Music panels
- Moderated interviews
- On-stage Q&A

**Special notes**

Extensive live performance experience at major venues such as Tokyo Budokan and Makuhari Messe, with strong crossover appeal between rock and gaming audiences.

More details about Stevie Umehara [here](#).



Japanese vocalist, lyricist, and interpreter active in game and anime music.

**Why this guest works at conventions:**

- Experienced live performer
- Acts as dedicated interpreter for Japanese guests
- Adds artistic and operational value

**Known works / audience draw:**

- Suikoden I & II HD Remaster
- Side Kicks!
- Tokimeki Memorial

**Available booking formats:**

- Panels
- Moderated on-stage conversations
- Autograph sessions & photo ops
- Meet & Greets
- Live performances

**Special notes:**

Travels always with guests as interpreter and cultural mediator but is also a singer and media personality in Japan.

More details about Animo [here](#).



# How to book

Single guests or curated line-up possible.  
We can suggest suitable guests for your event.

## Examples

- Horror Line-up
- JRPG Legacy Line-up
- Music & Performance Line-up
  
- Spontaneous booking possible
- International coordination & translation included

Interested in booking one or more of these guests?  
We are happy to suggest a tailored line-up. Contact us.

Contact:

Daniel Vetter

[d.vetter@gentlegamer.de](mailto:d.vetter@gentlegamer.de)

<https://gentlegamer.de/artist-line-up/>

