

Japanese Game Creators & Artists for your convention

About us

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 we bring over 20 years of experience in gaming, marketing, live events and Japanese to English / Japanese to Spanish translation.

Our portfolio of Japanese talents continues to grow and is updated regularly.

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
- Translation: English / Spanish / German to Japanese
- Cultural and language mediation
- Line Control during signings
- Interview and panel hosting

Our portfolio covers the following talents

Nintendo, Retro & Iconic Game Creators
Takaya Imamura · Chihiro Fujioka · Kazuyuki Kurashima · Tom duBois · Daisuke Shiiba

Japanese Horror & Cult Games
Akira Yamaoka · Keiichiro Toyama · Makoto Shibata · Hifumi Kouno · Tom Ikeda · SWERY65 · Usagi Tanaka

JRPG / Square Enix Legacy
Takashi Tokita · Hiroki Kikuta · Kumi Tanioka · Toshiyuki Itahana · Shinichi Kameoka · Kazuyuki Shindo · Kenji Ozawa · Akira Ueda

Game Music & Performance
Akira Yamaoka · Kumi Tanioka · Hiroki Kikuta · Masakazu Sugimori · Shogo Sakai · KURUMIKI · MUSOU INFINITY · Harumi Fujita · Daisuke Shiiba · Runacchi Hoshi · Benyamin Nuss · Stevie Umehara · Animo

Art, Indie & Visual Storytelling
Takaya Imamura · Kazuyuki Kurashima · Akira Ueda · Toshiyuki Itahana · Shinichi Kameoka · Usagi Tanaka · Tom duBois · HAKABABUNKO · HAFU HAFU ODE-N

Artist Spotlight

In this section, we would like to shine a spotlight on selected creators, either to celebrate anniversaries or to introduce recent additions to our portfolio.

Recent additions: Harumi Fujita, MUSOU Infinity, KURUMIKI, Akira Ueda

Special Spotlight: The beloved *Super Mario RPG* celebrates its **30th anniversary**, and we are delighted to offer you the opportunity to invite three of its creators: **Chihiro Fujioka** (Director), **Kazuyuki Kurashima** (Art Director), and **Akira Ueda** (Programmer).

Resident Evil also celebrates its **30th anniversary**, and we can offer you an exclusive opportunity to invite one of the original creators behind some of the franchise's most iconic elements. **Kenichi Iwao** created the sinister Umbrella Corporation, created some of the most beloved characters Jill Valentine and Chris Redfield, and also created the series' iconic zombies, viruses, and unforgettable door-opening loading transitions.



Akira Yamaoka

Japanese composer and sound designer

Positioning

A globally recognized composer strongly associated with Silent Hill and atmospheric game music.

Best fit

Best for conventions with horror, movies, PlayStation, game music or pop-culture audiences looking for a high-recognition guest who can support both talk and music formats.

Known works / audience draw

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

Suggested booking formats

- Composer talk
- Main-stage interview
- Horror game music panel
- Autograph session and photo ops
- Meet & greet
- Live concert or performance where production setup allows

Booking note

Commercially strong as a headline guest because he can serve horror, music and gaming audiences at once. Concerts with his additional 3 band members are possible and require additional technical and budget planning.



Keiichiro Toyama

Japanese game director and creator

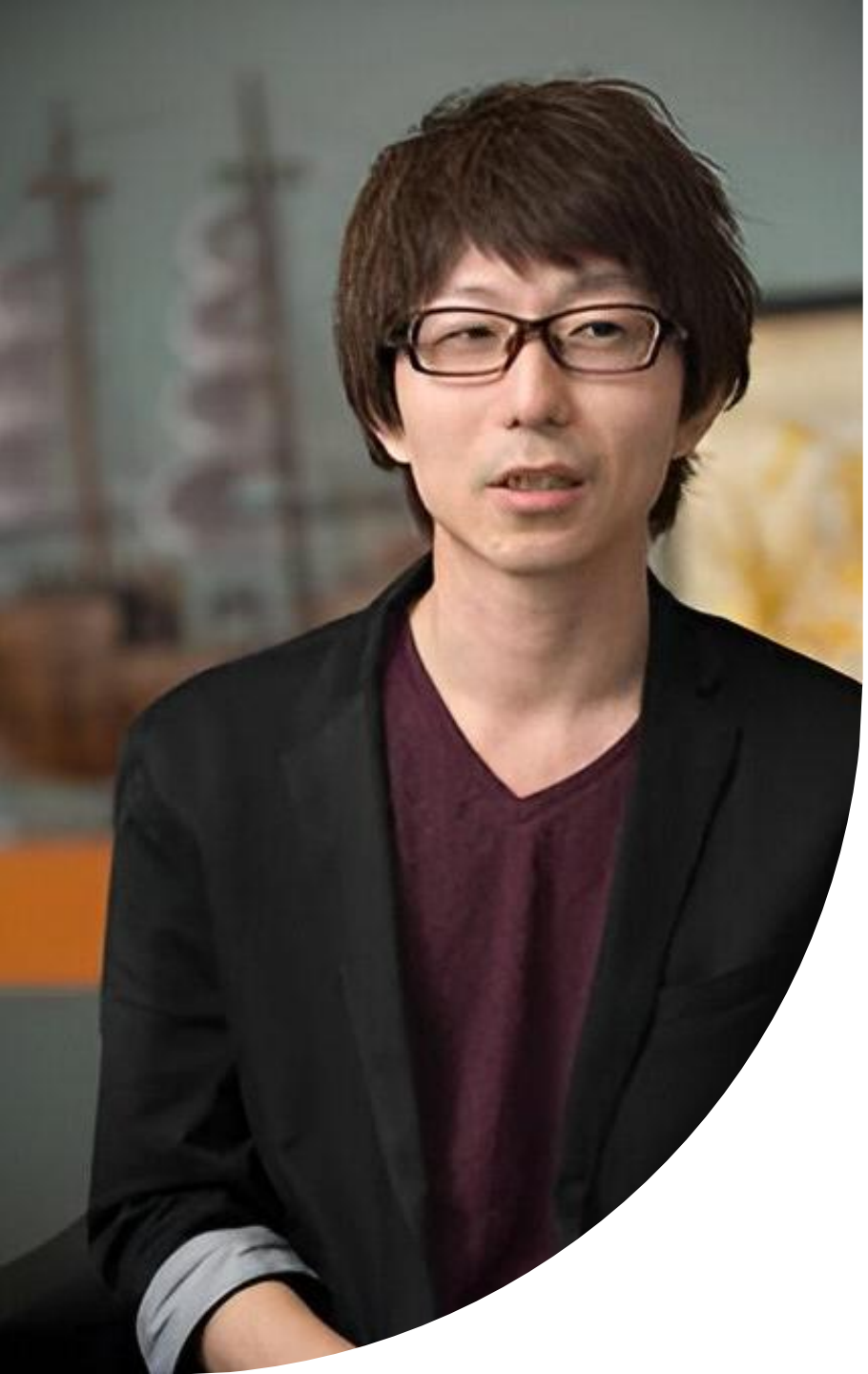
Positioning
A highly recognizable creator linked to Silent Hill, SIREN and Gravity Rush.

Best fit
Best for conventions with horror, narrative games, PlayStation or prestige creator programming.

Known works / audience draw
- Silent Hill
- SIREN
- Gravity Rush
- Slitterhead

Suggested booking formats
- Main-stage creator interview
- Horror and narrative game retrospective
- Director talk
- Fan Q&A
- Autograph session and photo ops

Booking note
A strong choice for events that want to address (survival) horror history. Additional horror creators like Makoto Shibata and/or Hifumi Kouno are a perfect fit because they are a small community in Japan and have fantastic stories to tell together.



Usagi Tanaka

Japanese designer, art director and visual creator

Positioning
A veteran Konami designer best known for his work on *Silent Hill 3* and as the designer of Robbie the Rabbit, one of the franchise's most iconic and enduring characters. His career spans horror, action, cinematic storytelling and visual art direction.

Best fit
Best for *Silent Hill*, Konami, horror, art & design, retro gaming and game development conventions.

Known works / audience draw
- Silent Hill 3 (Designer of Robbie the Rabbit)
- Metal Gear Solid 4: Guns of the Patriots
- The Sword of Etheria (OZ)
- Zone of the Enders
- Lunar Knights
- Dance Evolution

Suggested booking formats
- Creator interview
- Silent Hill retrospective
- Character & visual design talk
- Art direction presentation
- Fan Q&A
- Autograph session and photo ops
- Meet & greet

Booking note
One of the few creators directly associated with the visual legacy of *Silent Hill*. Particularly valuable for horror and Konami-focused events, offering behind-the-scenes insights into character creation, visual storytelling and game art direction. His internationally recognized work—including screenings at SIGGRAPH and the Japan Media Arts Festival—also makes him an excellent guest for creative and industry-oriented conventions.



Kenichi Iwao

Japanese game designer, scenario writer and creative director

Positioning

A pioneering survival horror creator best known for helping shape the narrative, atmosphere and psychological design of the original *Resident Evil*.

Best fit

Best for horror, retro gaming, game design, narrative design, Capcom and survival horror conventions.

Known works / audience draw

- Resident Evil (1996)
- Demon's Crest
- Parasite Eve II
- Einhänder
- Final Fantasy XI & XIV

RESIDENT EVIL

Suggested booking formats

- Creator interview
- Survival horror retrospective
- Narrative & game writing talk
- Behind-the-scenes Resident Evil panel
- Fan Q&A
- Autograph session and photo ops
- Meet & greet

Booking note

One of the key creative figures behind the original *Resident Evil*. Particularly valuable for events focusing on survival horror, Capcom history and narrative game design. Offers rare first-hand insights into the creation of the genre's defining mechanics, environmental storytelling and player psychology, making him a strong draw for both hardcore fans and industry audiences.



Toshiyuki Itahana

Japanese character designer

Positioning

A character designer strongly connected to Final Fantasy IX, Final Fantasy Crystal Chronicles and the visual identity of Chocobo-related works.

Best fit

Best for Final Fantasy, JRPG, art and character-design audiences, especially where live drawing or visual programming is valuable.

Known works / audience draw

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

Suggested booking formats

- Character design panel
- Live drawing session
- Creator interview
- Moderated Q&A
- Autograph session and photo ops

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Booking note

Very suitable as a focused art/design guest. The Chocobo and Final Fantasy links make him a perfect candidate for Final Fantasy and J-RPG conventions.



Harumi Fujita aka OkanP

Legendary Japanese Video Game Composer & Gaming Music Creator

Positioning

A veteran Japanese game composer whose iconic soundtracks helped define classic gaming, now connecting generations of fans through spontaneous music creation, retro gaming culture and her OkanP social media project. As the leader and keyboardist of MUSOU INFINITY, the amazing new Japanese videogame superband, she also brings together some of Japan's most respected game music creators in a contemporary live music project.

Best fit

Gaming conventions, retro gaming festivals, video game music concerts, anime and pop culture events, industry panels and Japanese cultural programs.

Known works / audience draw

- Mega Man 3
- Ghosts 'n Goblins
- Bionic Commando
- Final Fight
- Tomba!

Suggested booking formats

- Live Video Game Music Performance / MUSOU INFINITY Live Concert
- Retro Gaming Music Panel / Career Retrospective and Industry Talk / Music Production
- Meet & Greet and Autograph Session

Booking note

Harumi Fujita offers a rare combination of historical significance in video game music and contemporary social media appeal. Her experience at SNK and Capcom, her contributions to beloved gaming franchises and her OkanP project make her particularly well suited to events celebrating retro gaming, Japanese game development and video game music.

Musou Infinity



MUSOU INFINITY is a Japanese game music supergroup bringing together four celebrated creators whose work has helped shape the history of video games, music and digital entertainment. United by a shared passion for creativity and a desire to bring Japanese video game music to audiences around the world, the group combines decades of experience with a fresh approach to live performance and musical collaboration.

The project brings together Harumi Fujita (OkanP), Kenji Ito, Takaya Imamura and Koichi Morita (Maou Damashii). Each member contributes a distinctive artistic background, creating a musical identity that bridges the golden age of Japanese video games with contemporary music and entertainment.

MUSOU INFINITY's concept goes beyond a traditional game music concert. By combining original compositions, live instrumentation, creative collaboration and visual elements, the group explores new ways to bring the spirit of video games to the stage. Their performances celebrate the music, characters and creative ideas that have connected generations of players while introducing new artistic directions.

Music & Concept

MUSOU INFINITY brings together different musical perspectives and creative disciplines to explore the possibilities of Japanese game music.

The project's artistic approach combines:

- Japanese Video Game Music
- Original Compositions
- Rock and Contemporary Instrumental Music
- Electronic and Digital Music Influences
- Creative Collaboration and Improvisation
- Visual Art and Character Design

Through GentleGamer, Harumi Fujita aka OkanP and Takaya Imamura are also available for individual bookings, independently of the full band.

Musou Infinity



The Band members

Harumi Fujita aka OkanP – Keyboard, Composition & Production

Harumi Fujita is a veteran Japanese video game composer known for her work on titles including Mega Man 3, Ghosts ’n Goblins and Final Fight. As OkanP, she has also built a contemporary online presence through spontaneous, game-inspired music creation. Within MUSOU INFINITY, she contributes her extensive experience in game music composition and production and serves as the group's leader.

Kenji Ito – Keyboard & Composition

Kenji Ito, widely known as Itoken, is one of Japan's most recognizable video game composers. His celebrated work includes the Romancing SaGa and Seiken Densetsu series, as well as numerous other game soundtracks.

Takaya Imamura – Guitar, Creative Direction & Visual Design

Takaya Imamura is a renowned Japanese game creator and artist best known for his work on Nintendo franchises including Star Fox and F-ZERO.

Koichi Morita aka Maou Damashii – Bass & Composition

Koichi Morita is a Japanese composer and the creator of Maou Damashii, a widely recognized music resource platform whose tracks have been used across online videos, games and digital media. His work connects game music with contemporary internet culture, adding a modern and energetic dimension to the group's sound.



Takaya Imamura

Japanese game designer, illustrator, character designer and musician

Positioning

A distinctive Nintendo-era visual creator with strong recognition among fans of Star Fox, F-Zero and classic Zelda titles.

Best fit

Best for conventions looking for a recognizable Nintendo-related guest with strong appeal for retro gaming, character design, art direction and behind-the-scenes programming.

Known works / audience draw

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

Suggested booking formats

- Main-stage interview
- Art and design panel
- Moderated Q&A
- Autograph session and photo ops
- Live drawing session

Booking note

Particularly relevant for events with Nintendo, retro or video game art audiences.
Is in a band called Muso Infinity with other game developers (also bookable).



Chihiro Fujioka

Japanese game designer, director and musician

Positioning

A key creative figure behind Super Mario RPG and the Mario & Luigi series, with strong appeal for Nintendo, Square and JRPG audiences.

Best fit

Best for conventions with retro, Nintendo or JRPG-focused audiences that want a creator guest connected to beloved role-playing titles.

Known works / audience draw

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

Suggested booking formats

- Creator interview
- Super Mario RPG retrospective
- JRPG development panel
- Moderated fan Q&A
- Autograph session and photo ops
- Live music performance where suitable

Booking note

A joint appearance with Kazuyuki Kurashima (Super Mario RPG art director) can be discussed.



Kazuyuki Kurashima

Japanese character designer and illustrator

Positioning

A creative and highly distinctive character artist known for playful, memorable designs across Nintendo, Square Enix and indie-linked titles.

Best fit

Best for conventions that want an art-led guest with strong appeal to Mario, Pokémon, JRPG, retro and character-design audiences.

Known works / audience draw

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

Suggested booking formats

- Art and character design panel
- Live drawing session
- Creator interview
- Moderated fan Q&A
- Autograph session and photo ops

Booking note

A joint appearance with Chihiro Fujioka (Super Mario RPG director) can be discussed.



Akira Ueda

Japanese Game Designer, Director & Background Visual Artist

Positioning

Veteran Japanese game creator, career spans Square, Love-de-Lic, Grasshopper; known for Super Mario RPG, Secret of Mana, moon, Contact; classic RPG and experimental games.

Best fit

Nintendo, classic RPG, indie gaming, Japanese game development, retro gaming, game design conventions.

Known works / audience draw

- Super Mario RPG: Legend of the Seven Stars
- Secret of Mana
- Shining Soul I & II
- Michigan: Report from Hell
- Contact
- Paper Mario: Sticker Star

Suggested booking formats

- Developer interview
- Japanese RPG retrospective
- Behind-the-scenes game design talk / Creative storytelling & worldbuilding panel
- Fan Q&A
- Autograph session and meet & greet

Booking note

An excellent guest for conventions exploring the history and creative evolution of Japanese games. Ueda offers first-hand experience across Square's classic RPG era, Love-de-Lic's unconventional adventures and Grasshopper Manufacture's distinctive productions. His work on Super Mario RPG, moon and Contact makes him particularly appealing to audiences interested in imaginative game worlds, experimental design and the creative process behind cult classics.



Takashi Tokita

Japanese game director, planner and producer

Positioning

A Square Enix veteran linked to some of the most influential narrative-driven Japanese role-playing games of all time.

Best fit

Best for JRPG, retro, developer-focused and cultural events that want deeper programming around storytelling, game history and player agency.

Known works / audience draw

- Final Fantasy IV – event planning / scenario
- Chrono Trigger – planning / event design
- Live A Live – director
- Parasite Eve – director

Suggested booking formats

- JRPG history talk
- Narrative design lecture
- Moderated creator interview
- Developer panel
- Autograph session and photo ops

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Booking note

Particularly suitable when the event wants more than nostalgia: he can support reflective, educational and developer-oriented formats.



KURUMIKI

Japanese Jazz & Progressive Music Duo

Positioning

A unique Japanese music duo combining Jazz, World Music, Progressive Rock, Video Game Music and traditional Japanese music. KURUMIKI creates an atmospheric musical world inspired by the concept of “a fantastical Japanese world”

Best fit

Best for gaming conventions, Japanese culture events, music festivals, anime & pop culture events, concerts and cultural programs looking for an original Japanese live music experience.

The Artists

Kurumi Fujioka – Piano, Keyboard, Whistle & Vocals
Miki Takahashi – Saxophone, Flute, EWI, Aerophone, Whistle & Vocals

Suggested booking formats

- Live concert
- Gaming convention performance
- Japanese culture performance
- Music & game music panel
- Festival performance
- Meet & greet

Booking note

KURUMIKI offers a distinctive live format that connects contemporary Japanese music with gaming culture and traditional Japanese aesthetics. The duo can perform as an intimate two-piece or expand the live setup with additional musicians. **Chihiro Fujioka (Super Mario RPG)** joins KURUMIKI on drums and percussion, adding a strong rhythmic and progressive dimension to the performance.



Shogo Sakai

Japanese game composer and sound designer

Positioning

A veteran game composer with more than 36 years of experience at Data East and HAL Laboratory. Best known for creating memorable music for Nintendo classics, including the *Kirby* series, *Super Smash Bros.* and *MOTHER 3*.

Best fit

Best for Nintendo, game music, retro gaming, JRPG, composition and game development conventions.

Known works / audience draw

- Kirby Series
- Super Smash Bros. Series
- MOTHER 3
- Glory of Heracles Series



Suggested booking formats

- Composer interview
- Game music retrospective
- Behind-the-scenes music production talk
- Live music performance
- Fan Q&A
- Autograph session and photo ops
- Meet & greet

Booking note

A rare opportunity to host one of Japan's most respected Nintendo-era composers. Particularly appealing for audiences interested in game music, composition, and the evolution of video game audio—from early Famicom sound hardware to modern orchestral productions. His background as both a composer and arranger also makes him an excellent guest for concerts, educational talks, and music-focused events.



Kumi Tanioka

Japanese composer

Positioning
A composer known for intimate, melodic game music and strong links to Final Fantasy Crystal Chronicles.

Best fit
Best for conventions with JRPG, Final Fantasy, Nintendo, game music or composer-talk audiences.

Known works / audience draw
- Final Fantasy Crystal Chronicles series
- The Legend of Zelda - Hyrule Warriors
- Yoshi and the Mysterious book
- Minecraft Japan Edition
- Ragnarok Online

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Suggested booking formats
- Composer talk
- Music-focused interview
- Live concert where suitable
- Autograph session and photo ops
- Meet & greet

Booking note
Best positioned as a music guest with a specific JRPG identity. Concerts are possible and can be discussed.



Makoto Shibata

Japanese game director and producer

Positioning
The creator of Fatal Frame / Project Zero and a strong fit for horror-focused convention programming.

Best fit
Best for events with horror, PlayStation, Japanese games or cult-game audiences that want a rare creator guest with clear genre relevance.

Known works / audience draw

- Fatal Frame / Project Zero series

FATAL FRAME

Suggested booking formats
- Horror creator interview
- Survival horror panel
- Moderated Q&A
- Autograph session and photo ops
- Meet & greet

Booking note
A focused guest option for horror programming. Additional horror creators like Hifumi Kouno and/or Keiichiro Toyama are a perfect fit because they are a small community in Japan and have fantastic stories to tell together.



Hifumi Kouno

Japanese game director and creator and the godfather of survival horror

Positioning

A foundational survival-horror creator best known for Clock Tower and its influence on psychological horror games.

Best fit

Best for horror, retro and cult-game conventions looking for a creator with strong genre credibility and historical relevance.

Known works / audience draw

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

CLOCK TOWER

Suggested booking formats

- Survival horror retrospective
- Creator interview
- Moderated fan Q&A
- Autograph session and photo ops
- Meet & greet

Booking note

A strong choice for events that want to address (survival) horror history. Additional horror creators like Makoto Shibata and/or Keiichiro Toyama are a perfect fit because they are a small community in Japan and have fantastic stories to tell together.



Tom Ikeda

Japanese game director and scenario writer

Positioning
A cult creator connected to unconventional and narrative-driven titles, including Rule of Rose and Little King's Story.

Best fit
Best for cult-game, horror-adjacent, narrative and developer-focused convention audiences.

Known works / audience draw
- Rule of Rose
- Little King's Story
- Lollipop Chainsaw
- Shadows of the Damned

Suggested booking formats
- Cult game retrospective
- Narrative-focused interview
- Developer panel
- Moderated Q&A
- Autograph session and photo ops

Booking note
Produced horror classic Rule of Rose, beloved by a devoted community. Best pitched to events whose audience understands cult and horror game history.



Hiroki Kikuta

Japanese composer

Positioning
A highly respected JRPG composer strongly associated with the Mana series and other Square Enix-related works.

Best fit
Best for JRPG, Mana, retro and game music audiences looking for a composer with strong emotional recognition among fans.

Known works / audience draw
- Secret of Mana
- Trials of Mana
- Romancing SaGa
- Visions of Mana

Suggested booking formats
- Composer talk
- JRPG music panel
- Moderated interview
- Autograph session and photo ops
- Meet & greet

Booking note
A strong guest option for music and J-RPG programms. Pairings with music or Mana-related guests like Kenji Ozawa or Shinichi Kameoka are recommended.



Masakazu Sugimori

Japanese composer

Positioning
A composer strongly connected to Ace Attorney and other titles with dedicated fan communities.

Best fit
Best for conventions with Capcom, narrative game, handheld-era, music or cult-fan audiences looking for a rare creator appearance.

Known works / audience draw
- Phoenix Wright: Ace Attorney
- Ghost Trick: Phantom Detective
- Viewtiful Joe
- Dragon Ball Heroes

Suggested booking formats
- Composer talk
- Game music panel
- Moderated interview
- Autograph session and photo ops
- Meet & greet

Booking note
A fantastic and talented guest who can move the audience with his compositions that he can play live on stage in limited capacity (no full concerts).



Kenji Ozawa

Japanese game producer, director and studio founder

Positioning

A contemporary Japanese RPG creator connected to Visions of Mana and modern production realities.

Best fit

Best for developer-focused conventions, industry stages, JRPG audiences and events interested in modern Japanese game production.

Known works / audience draw

- Visions of Mana – director
- Dragon Ball: Strongest Battle
- Former leadership role at NetEase Sakura Studio
- Founder of STUDIO SASANQUA Inc.

Suggested booking formats

- Developer talk
- Production-focused interview
- Industry panel
- Moderated Q&A
- Autograph session and photo ops

Booking note

Strongest for events that want current industry insight rather than only nostalgia. Good fit for talks about production, independent studio leadership and modern RPG development. Pairings with music or Mana-related guests like Hiroki Kikuta or Shinichi Kameoka are recommended.



Shinichi Kameoka

Japanese artist and character designer

Positioning

A visual creator strongly associated with the Mana series and warm, recognizable JRPG art direction.

Best fit

Best for JRPG, art, retro and Square Enix-oriented conventions that want a visually strong creator guest.

Known works / audience draw

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

Suggested booking formats

- Art and design talk
- Live drawing session
- Creator interview
- Moderated Q&A
- Autograph session and photo ops

Booking note

A strong guest option for art-led programming. Pairings with music or Mana-related guests like Kenji Ozawa or Hiroki Kikuta are recommended.



Kazuyuki Shindo

Japanese scenario writer and director

Positioning

A long-time Square Enix narrative creator connected to character-driven action RPGs and story-heavy game worlds.

Best fit

Best for events with Final Fantasy, Square Enix, RPG, writing or narrative-design audiences.

Known works / audience draw

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

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Suggested booking formats

- Narrative design talk
- Scenario writing panel
- Moderated creator interview
- Fan Q&A
- Autograph session and photo ops

Booking note

Best positioned for programme depth rather than pure headline recognition. Strong where the event wants a developer, writer or RPG-focused themes.



Daisuke Shiiba

Japanese composer

Positioning

A composer with experience across RPG Maker, Nintendo-related projects like the million seller Tomodachi Life and Square Enix's Final Fantasy Pixel Remasters.

Best fit

Best for indie, developer, JRPG and game music audiences, especially where the programme connects classic and contemporary production.

Known works / audience draw

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



Suggested booking formats

- Composer talk
- Developer/music panel
- Moderated interview
- Autograph session and photo ops
- Meet & greet

Booking note

Best positioned as a music guest with a specific JRPG identity. Concerts are possible and can be discussed.



Tom duBois

American illustrator and cover artist

Positioning
An illustrator responsible for memorable cover art connected to classic Konami titles and the famous musician Nick Cave and the Bad Seeds Band.

Best fit
Best for retro, art, collector and classic console audiences that value physical game history and iconic packaging artwork.

Known works / audience draw
- Super Castlevania IV
- Contra III
- TMNT IV: Turtles in Time
- Sunset Riders

Suggested booking formats
- Art talk
- Live drawing session
- Cover art retrospective
- Autograph session and photo ops
- Meet & greet

Booking note
A legendary art designer from the good old days of hand drawn videogame covers. Popular at retro gaming events and art focused events.



Benyamin Nuss

German pianist and composer specializing in video game music performances

Positioning
A performance-focused guest who bridges video game music and classical concert formats.

Best fit
Best for conventions that want a music programme element with lower international travel complexity than a Japan-based guest.

Known works / audience draw
- Benyamin Nuss Plays Uematsu
- Xenosaga Piano Collection
- NIER concert series
- Performances with Nobuo Uematsu

Suggested booking formats
- Piano performance
- Music interview
- Composer/performance panel
- Meet & greet
- Autograph session

Booking note
Commercially useful as a practical music option. Performance fees, stage setup and technical needs should be discussed separately from standard guest appearances.



HAFU HAFU ODE-N

Japanese visual artist and graphic designer

Positioning
A visually distinctive artist known for atmospheric, pixel-based indie game art.

Best fit
Best for indie, art, pixel-art, visual storytelling and design-focused convention audiences.

Known works / audience draw
- World for Two
- Makoto Wakaido's Case Files
- Urban Myth Dissolution Center

Suggested booking formats
- Art and visual design talk
- Live drawing or visual process session
- Indie art panel
- Moderated interview
- Autograph session and photo ops

Booking note
Best used where the event has a clear indie or visual-art angle.
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.

HAKABABUNKO



Japanese indie game development collective

Positioning
A creative team known for narrative-driven mystery and urban-legend games with a distinctive indie identity.

Best fit
Best for indie, narrative, mystery, visual storytelling and developer-focused events.

Known works / audience draw
- Makoto Wakaido’s Case Files series
- Urban Myth Dissolution Center
- Death Note: Werewolf

Suggested booking formats
- Team panel
- Narrative design talk
- Indie development session
- Workshops around graphics, sound or gameplay where suitable
- Meet & greet

Booking note
The team consists of multiple creative disciplines, enabling multi perspective panels and indepth discussions of Japanese game development.



SWERY 65

Japanese game creator and director

Positioning
A cult game creator known for Deadly Premonition and a distinctive authorial voice.

Best fit
Best for cult-game, indie, narrative, horror-adjacent and fan-interaction-heavy conventions.

Known works / audience draw
- Deadly Premonition
- D4: Dark Dreams Don’t Die
- The Good Life
- Hotel Barcelona

Suggested booking formats
- Creator interview
- Cult game retrospective
- Narrative design talk
- Fan Q&A
- Autograph session and photo ops
- Meet & greet

Booking note
Strong where the audience values personality, cult status and direct creator interaction. Guinness World Record for 'Most Critically Polarizing Game' (Deadly Premonition).



Runacchi Hoshi

Japanese singer, voice actress, gaming personality and cultural ambassador

Positioning

A multi-talented performer who combines music, voice acting and gaming culture to promote Japanese pop culture worldwide. Known for her energetic live performances, convention appearances and international cultural exchange activities.

Best fit

Best for anime, gaming, cosplay, J-Pop, Japanese pop culture and family-friendly conventions.

Known works / audience draw

- *Cotton Reboot! High Tension!* (Voice Actress)
- Tokyo Game Show 2023 (KONAMI Stage)
- Tokyo Game Show 2024 (KONAMI Stage)
- *Kamen Rider Zero-One*
- Napoli Comicon 2025
- *Shinsekai Trip* (Japanese, English & Italian Project)

Suggested booking formats

- Live music performance
- Voice acting panel
- Convention interview
- Stage hosting & moderation
- Fan Q&A
- Autograph session and photo ops
- Meet & greet

Booking note

An energetic and versatile guest with broad appeal across gaming, anime and Japanese pop culture communities. Her experience as a singer, voice actress and convention host, combined with international appearances such as Napoli Comicon and Tokyo Game Show, makes her an excellent choice for stage programs, live performances and audience interaction. Particularly well suited for events seeking a charismatic ambassador for modern Japanese pop culture.



Stevie Umehara

Japanese singer, lyricist and MC

Positioning
A live-performance-oriented guest with experience across rock music, game music and Japanese entertainment formats.

Best fit
Best for conventions that want a stage-capable music guest with crossover appeal between gaming and live performance.

Known works / audience draw
- Vocalist for rock band 44MAGNUM
- Granblue Fantasy
- Puzzle & Dragons
- Beatmania IIDX

Suggested booking formats
- Live performance
- Music panel
- Moderated interview
- On-stage Q&A
- Meet & greet

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



Animo

Japanese vocalist, lyricist, interpreter and cultural mediator

Positioning

A dual-value guest who can contribute artistically while also supporting communication, interpretation and cultural mediation for Japanese guests.

Best fit

Best for events booking Japanese creators where language support, stage moderation and cultural mediation are important.

Known works / audience draw

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

Suggested booking formats

- Interpretation and cultural mediation
- Music or vocal performance where suitable
- Panels
- Moderated conversations
- Meet & greet

Booking note

Her strongest value is the combination of operational support and artistic credibility. Animo is also available as a translator and cultural mediator.

How to book our clients

Send us an email to d.vetter@gentlegamer.de
Single guests or curated line-ups are possible. We can suggest suitable guests for your event.

Examples

- Horror Line-up
- JRPG Legacy Line-up
- Music & Performance Line-up
- Short-notice bookings may be possible depending on guest availability, travel feasibility and event requirements
- International coordination & translation included

Interested in booking one or more of our guests?
We are happy to suggest a tailored line-up for your event.

Contact us

Daniel Vetter
d.vetter@gentlegamer.de

More details about our clients
https://gentlegamer.de/artist-line-up/