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!

Fiene
Haxe Foundation Community Advocate
Hilton SEATTLE DOWNTOWN

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 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.

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.

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.

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.

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

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.

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.

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.

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.

Robert Konrad  
Researcher at Technische Universitat 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.

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.

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.

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

web: summit.haxe.org
## SCHEDULE

### THURSDAY

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<thead>
<tr>
<th>Time</th>
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<th>Topic</th>
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<tbody>
<tr>
<td>9:00</td>
<td>Josefiene Pertosa</td>
<td>Opening Address</td>
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<tr>
<td>9:30</td>
<td>Nicolas Cannasse</td>
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