

SAM GLASSENBERG

HEALTHCARE ENTREPRENEUR.

TECHNOLOGIST.

GAME DEVELOPER.

SPEAKER.



SELECT SPEAKING ENGAGEMENTS

Sam's presentations range from small-group executive workshops to keynotes with thousands of attendees.

NASA

CANNES
LIONS 

 NATO

SXSW  hith.

OTHER RECENT SPEAKING EVENTS INCLUDE:

Medtech Rising
Horus Global
Advanced Medtech Conference
Game Developer Conference
DLD
Stanford MedX
Social Innovation Summit
ePharma
Digital Pharma East
MANOVA
American Heart Association
ASU GSV Summit

SIGGRAPH
FDA AIRIS
Einstein Frontiers
IMSH
MIS Week
TWIN
Goafest
McKinsey Digital Roundtable
Smith & Nephew Innovation Forum
Zimmer Biomet Commercial Excellence Seminar
Astrazeneca Oncology Innovation Day
WPP Stream



SAM'S EXPERIENCE & CREDENTIALS

As Level Ex CEO, works with 20 out of the top 30 life science and medtech companies – and **NASA**

Worked as an artist on Star Wars games at **Lucasfilm**

Rallied an audience of 100,000 medical professional gamers *by accident*

Emmy-award-winning graphics platform leadership at **Microsoft**



Created the leading independent mobile game studio in **Hollywood** (incl. **The Hunger Games**, **Mission:Impossible**)

Member of multiple industry advisory boards across videogames, semiconductor, and healthcare

Serial entrepreneur: Built and grew multiple companies to successful exit



FEATURED IN LEADING OUTLETS INCLUDING:

Forbes

FASTCOMPANY

USA TODAY

npr

CNBC

The Washington Post

Google Play

THE HOLLYWOOD REPORTER

VARIETY

STAND-OUT SESSIONS

REAL TIME TECHNOLOGY DEMOS

BREATHTAKING VISUALS

HILARIOUS/HONEST/**MINDBLOWING** PERSPECTIVE

RELEVANT EXAMPLES YOU NEVER KNEW ABOUT

LIVE AUDIENCE INTERACTION

EPIC TAKEDOWNS



AUDIENCE REACTIONS

“One of the most impressive sessions at SXSW.”

“Best presentation. Eye-opening.” – DMD 2018

“The coolest thing I’ve seen here so far.” – DMD 2018

“A standout! Sam opened my eyes to the potential use cases and value of Generative AI in the medical domain.”
–MedTech Rising

“Fantastic presentation.”

“A template for how every SXSW presentation SHOULD be.”

“Best of the day” – DLD 2023



HIGHEST SPEAKER SCORE (WHEN MEASURED)

- DIGITAL MARKETING FOR MEDICAL DEVICES
- GAME DEVELOPER CONFERENCE
- MICROSOFT GAMEFEST



TOPICS INCLUDE:

GenAI for Healthcare/MedTech/Pharma

The Neuroscience of Video Games

Designing Video Games for Doctors

Pertinent Applications of AR, VR, 5G, AI

Applications of Video Game Tech and Design in: Dermatology, Cardiology, Anesthesiology, Gastroenterology, Pulmonology, Neurology, Space Health...

Unleashing Game Technology on Unsuspecting Industries

Cutting Through Gamification/Metaverse Hype with a Scalpel

Your Doctors Are Learning With Video Games. And It's a Win for Pharma.

Entrepreneurship

Video Game Graphics

