



Kelly Vero

Kelly Vero is a futurist, a game developer and an architect of the metaverse. She has shipped several very successful AAA video games with mass-market appeal for adult & children's franchises and household-name IPs. Kelly created and refined characters in the Transformers continuous universe.

KEY TOPICS

- Fashion technology
- Game and Design Thinking
- The Metaverse
- Wearable and Health Tech
- Cultural Design

BIOGRAPHY

Kelly Vero is a futurist, a game developer and an architect of the metaverse. She has shipped several very successful AAA video games with mass-market appeal for adult & children's franchises and household-name IPs. Moreover, Kelly was intrigued by all that technology can offer even before creating and refining characters in the Transformers continuous universe.

Kelly as an Author

Influenced by the world around her, Kelly is a bestselling novelist and science fiction writer. She has developed and published children's books to expand her audience beyond video games. That is to say, Kelly is passionate about the evolution of end-user and consumer generations towards future gazing and expressing ourselves through our own image and aspiration. Moreover, she's guided by pop culture covering every subject from Max Headroom to BTS.

Kelly Vero as a Game Developer

Kelly's unique style can be found in a variety of video games that she has worked on or participated in. Subsequently, by combining her passion for video games with music, fashion and even the male-dominated world of science fiction, she brought forth the opportunities to design and develop experiences in phygital spaces. Furthermore, Kelly has worked with everyone from luxury houses (Farfetch, LVMH and Audemars Piguet) to blockchain and NFTs (Sotheby's, Christie's and Luma). Above all, she believes gamification puts the end-user front and centre as the beating heart of any application or experience.

Kelly as a Keynote Speaker

Vero was a late graduate of academia, mastering Greek and Roman mythology. However, this has not stopped her from speaking passionately about the role of video games in education and their place in the metaverse. Furthermore, in Kelly's conferences, she speaks eloquently about the cradle-to-grave approach in technology. Through the touch points of the present to the future from the pain points of working in a fast-paced, high-risk industry, she's building tomorrow for everyone. It's through these experiences that Kelly is able to develop a vision of the future and commit to a democratic covenant of fairness, discoverability and accessibility online and in real life. In her keynotes Kelly covers such topics as futurism, technology, entertainment production, design and user focus. Check out our other speakers who talk about the metaverse - [Peter Hinssen](#) & [Steven Van Belegem](#).

WHAT PEOPLE SAY

"A BIG THANK YOU for presenting to the Spoogler Professional Network (SPN) last night. We really enjoyed hearing your story and learning about the METAVERSE. This is a new topic for us so there was a lot to think about too."

— Kamini and Ekaterina on behalf of the Spooglers Professional Network

"A big THANK YOU for today's Webinar! It was a great presentation on a super interesting and relevant topic. Even the rest of the FCG team who had joined the meeting was impressed by all the possibilities the gaming industry holds for future fashion developments."

— Lisha from Fashion Council Germany