

# East Coast Game Conference Winners for 2018

*Upside Down Bird Founders Heading to Casual Connect London and Wake Tech's Simulation and Game Development Program Announce ECGC Contest Winners*

RALEIGH, NC, USA, April 26, 2018 /EINPresswire.com/ -- [East Coast Game Conference](#) (ECGC) 2018 closed last week with fantastic speakers, record breaking attendance, more vendors and greatly expanded Indie Alley.

ECGC partnered with Casual Connect to provide an [Indie Prize](#) scholarship and competition focused on the up and coming creative force of the games industry for Indie Alley start-ups. ECGC is proud to announce [Super Gravity Ball](#)™ by Upside Down Bird is this year's winner. The team earned passes to Casual Connect in London May 29-31st, a spot at their Indie Prize showcase and a \$1000 from ECGC.



The Upside Down Team

“

Super Gravity Ball is an addictive game that challenges your brain in a fun, brain-twisting kind of way! I thoroughly enjoyed the time I spent with this game and this awesome team!”

*Wayne Harvey, President and CTO, Tiki Tantrum, LLC.*

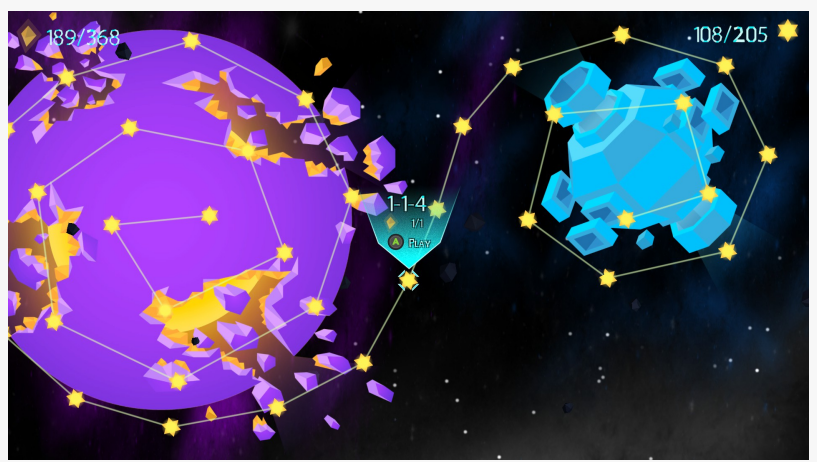
Upside Down Bird of Charlotte NC, was founded by David Dempsey, Ben Hamrick, Louis Cabanillas and Mike Murray. Its goal is to make good games that are creative and fun. In addition to its award winning Steam title, Super Gravity Ball™, Upside Down Bird has other two mobile titles, Galactic Junk™ and Gravity Ball™

Wake Tech's Simulation and Game Development program sponsored a Student Art and Game showcase at the 2018 East Coast Game Conference. Third prize in the Art contest was awarded to Sarah Aller. Winner of both the Art Juror's and People's Choice prize was presented to Jesse Bohorquez. Kellie Jones, Steven Sartious and Garrett

Swanson's game "Scrapped" was the winner of the Game Showcase. All the winners are students in the Simulation and Game Development AAS degree program.

ECGC will be back next year April 16-19, 2019 bigger and better than ever [www.ecgconf.com](http://www.ecgconf.com)

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Super Gravity Ball



Wake Tech Simulation and Game Development Art Contest Juror's and People's Choice winner, Jesse Bohorquez's entry.

This press release can be viewed online at: <http://www.einpresswire.com>

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