Alexey Pavlovich Kalenchuk



Director of Digital Creative Industries at the Skolkovo Foundation · Head of Sk Games

I develop technology ecosystems at the intersection of digital creative industries, entrepreneurship, corporations and development institutions.

Moscow | Professional experience: 2008-2026

Current as of 5 November 2026

https://kalench.uk/ · Telegram

Profile

My career has taken me from regional support infrastructure for entrepreneurs and municipal digital services to industry programmes for gaming, media and other creative-technology companies.

My central work is to identify promising teams and technologies, build partnerships, design selection and support processes, and help projects move towards pilots, funding and scale. Conference appearances and talk topics are listed on my speaker page.

Areas of expertise

Ecosystem development

Industry programmes, accelerators, technology scouting, project assessment, pilot mechanisms and support measures.

Corporate innovation

Partnerships between startups and large companies, competitive selection, finding applications for technologies and supporting pilots.

Digital creative industries

Video games, XR, computer graphics, virtual production, media and AdTech, and generative AI in content production.

Expert communication

Research and industry dialogue, expert assessment, explaining technology publicly and moderating professional discussions.

Career

2017-present

Skolkovo Foundation

From AR/VR and new media to digital creative industries and Sk Games

Development of technology companies and industry initiatives: portfolio work, expert assessment, accelerator programmes, corporate partnerships and pilots. Current public role: Director of Digital Creative Industries.

2016-2017

Ingria Business Incubator

Technopark of St Petersburg · senior consultant / head of consulting

Coordinated consulting for technology teams and supported projects from prototype towards market entry, investment or strategic partnership. Organised pitch sessions at Unreal Fest and the No Man Retail demo day.

2015

Innopolis Development Office

Project manager

Launched and developed municipal digital and operational services for residents and companies.

2012-2015

Murmansk Regional Innovation Business Incubator (MRIBI)

Senior innovation manager → director

Created and developed the FU2RAMA coworking space as one of the incubator’s projects, alongside educational and accelerator programmes for technology teams. Managed infrastructure, the team, project selection and entrepreneurship-support programmes.

2010-2011

Opora Russia and Murmansky agricultural holding

Analytical roles

Investment analysis for small businesses, followed by management accounting, planning, margin analysis and business plans in a commercial company.

2008-2009

Murmansk Economic Student Community

Chair

Created a career centre and educational initiatives, including a series of student meetups.

Programmes and projects

Video games / Nachni Igru and Sk Games

Developing the games focus and supporting teams. Skolkovo served as the operator of the Nachni Igru accelerator.

Skolkovo article

Retail technology / MGNTech · Magnit and Skolkovo

Programme lead on the Skolkovo side. According to published information about the first cohort: 777 applications from 15 countries and 10 pilot projects launched.

Programme

Media technology / Media Gate · National Media Group and Skolkovo

Programme lead on the Skolkovo side. Published results: 205 teams from 10 countries, 20 finalists and 11 projects in the final selection.

National Media Group results

Other initiatives / VK Start Apps · Global Creative Industries Accelerator

Joint programmes with technology and industry partners.

Professional profile

Education

2009

Murmansk State Technical University

Faculty of Economics. Degree programme: Finance and Credit, specialising in Banking.

Graduated with honours.

Expert work

Expert for the Media Technology Cluster of the Moscow Innovation Cluster Foundation and mentor at the Technopark of St Petersburg Business Incubator. Expert commentary and authored pieces on video games, XR, media and technology entrepreneurship; participation in industry discussions.

Alexey is mentioned in Forbes's 2026 ranking of Runet companies; his comments and moderation appear in a Skolkovo article on video-game hubs, and his VR/AR interview was published by RBC Trends.

A detailed chronology of conferences, topics and roles is available in the speaker and moderator profile. Creator of Let's Dive In. Publications and current professional information are on the personal website.

For professional enquiries: Telegram.

Letters of appreciation

4 November 2026

Evdokia Games (ООО «ЕУДОКИА ГЕЙМС») / SUMO TATAMI

K. R. Kondyukov, CEO

For contributing to the SUMO TATAMI gaming ecosystem and supporting the company.

30 June 2026

VRDiver (ООО «ВиАрДайвер»)

A. A. Pagina

For supporting and promoting the project and covering its development in Let’s Dive In.

2026

Nasha Pobeda organising committee

A. G. Sidyakin

For taking part in organising and holding the Victory Dictation event.

15 December 2025

Media-Communications Union and Moscow Industrial Media Forum directorate

M. V. Demin and L. G. Petukhova

For participating in the MIMF 2025 business programme.

2025

Russian Association of Electronic Communications (RAEC)

D. E. Gulyaev

For contributing to industry dialogue at the Russian Internet Forum.

2022

Amplua

Natalia Tolstaya

For speaking at the Technology and the Future of HR conference.

2022

Russian Creative Week and the Agency for Creative Industries

Marina Abramova and Gyulnara Agamova

For participating in the forum and working on the Created in Moscow pavilion.

2022

Russian Creative Week directorate

Marina Abramova

For supporting and participating in the forum.