

EXPERT · SPEAKER · MODERATOR PROFILE

Alexey Pavlovich Kalenchuk

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

Prepared for event organizers and professional due diligence when engaging a speaker or moderator.



Current as of 10 October 2026

kalench.uk/en/speaker/

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ENGLISH VERSION

Professional profile

Alexey Kalenchuk is Director for Digital Creative Industries at the Skolkovo Foundation and Head of Sk Games.

Alexey Kalenchuk works at the intersection of technology, capital, and industry markets. At the Skolkovo Foundation, he develops technology companies and initiatives across digital creative industries. He is also an expert for the Media Technology Cluster of the Moscow Innovation Cluster Foundation (MIC).

His focus includes launching pilots, evaluating technology solutions, identifying product hypotheses, attracting grants and investment, and using support measures, including tax incentives. His approach is technology-first: understand what actually works, where the solution has a strong technical core, and which market can give it scale.

Alexey is the author of Dive In, an expert blog about technology, media, games, XR, and AI. Dive In previously also existed as a podcast.

Areas of expertise

- advertising, marketing, and AdTech
- media, content, and new communication formats
- video games and gamedev
- generative AI, LLMs, and AI tools
- generative graphics, CG, and virtual production
- technology entrepreneurship, investment, grants, and support measures
- corporate pilots, technology scouting, and tech due diligence
- XR: VR, AR, MR
- immersive media and interactive formats

Event roles

- Speaker: talks and expert discussions on gaming, new media, digital creative industries, and technology markets.
- Moderator: facilitating industry panels and conversations among developers, corporations, investors, and development institutions. Moderation is a distinct, recurring part of his event work.
- Pitch-session and demo-day host; expert participation in technology-project presentations and industry sessions.

Contact and engagement

For speaking and moderation invitations, contact Alexey via his personal Telegram. Topic, role, format, timing, and commercial terms are agreed separately; this profile is not an offer.

t.me/ior_um

Conferences, sessions, and industry events

Complete chronology of the site's public records for 2016–2026. Each entry retains its stated role: speaking, moderation, expert participation, or event organization. Links lead to available programmes or published coverage; an unlinked entry does not imply the event did not take place.

2026

Press conference speaker · Neurofest 2026

Launch of Russia's first national creative technology programme

[Programme / coverage](#) · [leninkaart.ru](#)

Speaker · Digital Solutions Forum

More than a game: how the video game industry is changing business, education, urban life, and the creative economy

[Programme / coverage](#) · [форумцифровые.решения.рф](#)

Pitch session moderator · IGROPROM

Indie pitch session: from idea to support

[Programme / coverage](#) · [igroprom.ru](#)

Expert panelist · IGROPROM

Findings from the 2026 study of support for the game industry

[Programme / coverage](#) · [igroprom.ru](#)

Panel moderator · Russian Game Developers Conference (KRI)

Russian game development after the reset: yesterday, today, tomorrow

[Programme / coverage](#) · [gravityfrontiers.ru](#)

Speaker · International IT Forum, Khanty-Mansiysk

Video games, AR/VR, and the digital economy

No public link available

Moderator · Startup Village

Playing for the future: how game development is changing education

[Programme / coverage](#) · [startupvillage2026.storage.yandexcloud.net](#)

Moderator · Startup Village

Game industry founders: how not to burn out on your third project

[Programme / coverage](#) · [startupvillage2026.storage.yandexcloud.net](#)

Moderator · Startup Village

Buying attention: where money will go in media, advertising, and telecom

[Programme / coverage](#) · [startupvillage2026.storage.yandexcloud.net](#)

Moderator · CIPR

Components for the video game industry

No public link available

Moderator · CIPR

AdTech: autonomous demand

[Programme / coverage](#) · [adpass.ru](#)

2025

Webinar speaker · Together into the Digital Future / Rostelecom

You're in the game: trends and prospects for Russia's video game industry

[Programme / coverage](#) · [smi.rt.ru](#)

Moderator · Cloud Cities: Forum on the Future of BRICS Cities

Create your universe: a new dimension in game development

[Programme / coverage](#) · [admin.akit.ru](#)

Speaker · Digital Solutions Forum

From import substitution to technological sovereignty: building an ecosystem for Russian game development

[Programme](#) / [coverage](#) · [apriori.games](#)

Panel moderator · Moscow International Video Game Week

Money in games: who funds Russian game development and how?

[Programme](#) / [coverage](#) · [sk.ru](#)

Speaker · Moscow Industrial Media Forum

Interactive technology and digital content from Skolkovo residents

[Programme](#) / [coverage](#) · [sk.ru](#)

Programme speaker · PLAYPORT FEST

Participation in the game industry festival programme

[Programme](#) / [coverage](#) · [playport.org](#)

Panel moderator · CIPR

Trends in Russia's game industry: games, consoles, and marketplaces

[Programme](#) / [coverage](#) · [sk.ru](#)

Moderator · Startup Village

Bugs, pitches, and quests: game development technologies and trends

[Programme](#) / [coverage](#) · [startupvillage2025.storage.yandexcloud.net](#)

Expert · Startup Village

Immersive technology: how VR is changing entertainment, business, and education

[Programme](#) / [coverage](#) · [startupvillage2025.storage.yandexcloud.net](#)

2024

Moderator · Cloud Cities: Forum on the Future of BRICS Cities

Gaming: the leading creative industry of tomorrow's cities

[Programme](#) / [coverage](#) · [myseldon.com](#)

Panel moderator · RED CONF / RED EXPO

Skolkovo residents discuss video game technologies

[Programme](#) / [coverage](#) · [t.me](#)

Programme speaker · WN Hub / Game Industry, Moscow

Participation in the game business conference programme

[Programme](#) / [coverage](#) · [wnhub.io](#)

Co-moderator · BRICS+ Fashion Summit

The fashion metaverse: from video games to the global runway

[Programme](#) / [coverage](#) · [fashionsummit.org](#)

Moderator · Eastern Economic Forum

Industry partnerships in the creative economy: can technology exist without creativity?

[Programme](#) / [coverage](#) · [sk.ru](#)

Speaker · Eastern Economic Forum

Games are no toy: growing the game industry in the Russian Far East

[Programme](#) / [coverage](#) · [resf.ru](#)

Speaker · Eastern Economic Forum

The most important art: film and animation in the context of technology

[Programme](#) / [coverage](#) · [forumvostok.ru](#)

Moderator · Startup Village

GameDev in action: serious prospects for the Russian game industry

[Programme](#) / [coverage](#) · [hightech.plus](#)

Speaker · PLAYPORT FEST

Developing a game: from idea to first revenue

[Programme](#) / [coverage](#) · [playport.org](#)

Speaker · PLAYPORT FEST

Where is the money? A step-by-step guide to Skolkovo grants

[Programme](#) / [coverage](#) · [playport.org](#)

Speaker · WN Hub / Game Industry, St Petersburg

How Skolkovo supports game development: accelerators, benefits and grants, angel investors, and university projects

[Programme](#) / [coverage](#) · [wnhub.io](#)

Programme speaker · UIC Dev, Izhevsk

Participation in the technology conference's GameDev track

[Programme](#) / [coverage](#) · [uic.dev](#)

Moderator · CIPR

Enter the game: the hardware revolution

[Programme](#) / [coverage](#) · [t.me](#)

2023

Panelist · St Petersburg International United Cultures Forum

Promoting traditional culture through video games

[Programme](#) / [coverage](#) · [apriori.games](#)

Moderator · MEDIANA

The game industry: development, investment, and technology

[Programme](#) / [coverage](#) · [apriori.games](#)

Moderator · BRICS+ Fashion Summit

Through the metaverse: blockchain, DAOs, Web3, and other technologies democratizing the industry

[Programme](#) / [coverage](#) · [fashionsummit.org](#)

Moderator · Startup Village

Selling to the brain: personalized advertising technologies

[Programme](#) / [coverage](#) · [myseldon.com](#)

Moderator · Startup Village

Game over? The future of the video game market

[Programme](#) / [coverage](#) · [startupvillage2023.storage.yandexcloud.net](#)

Programme speaker · UIC Dev, Izhevsk

GameDev/VR track

[Programme](#) / [coverage](#) · [tenchat.ru](#)

Moderator · CIPR

Games decide: an industry at the forefront of creativity and digital technology

[Programme](#) / [coverage](#) · [sk.ru](#)

Co-moderator · CIPR

Metaverse, NFTs, and ChatGPT: reality or just talk?

[Programme](#) / [coverage](#) · [sk.ru](#)

2022

Speaker · FINOPOLIS / Kommersant roundtable

Web 3.0: from art to fintech

[Programme](#) / [coverage](#) · [events.kommersant.ru](#)

Speaker · UIC Dev, Izhevsk

The elephant that isn't there: product hypotheses for corporate metaverses, CorpVerse

[Programme](#) / [coverage](#) · [uic.dev](#)

Moderator · Startup Village

Metaverse: a new strategy for digital products? Growth opportunities for products and technologies

[Programme](#) / [coverage](#) · [rutube.ru](#)

Speaker · Russian Internet Forum (RIF)

Strengths and weaknesses of metaverses

[Programme](#) / [coverage](#) · [2022.rif.ru](#)

Speaker · CIPR

The metaverse: from virtual society to a real market

[Programme](#) / [coverage](#) · [t.me](#)

Speaker · CIPR

Dating services and how they change social norms

[Programme](#) / [coverage](#) · [t.me](#)

2021

Speaker · MIXR

AR/VR: components, niches, and a new blue ocean

[Programme](#) / [coverage](#) · [mixrconf.org](#)

Moderator · MEDIANA / IPQuorum Tech for Content

Advertising technology in media: a path to transformation

[Programme](#) / [coverage](#) · [tech4content.ru](#)

Speaker · MEDIANA

Piloting in media: difficult or possible?

[Programme](#) / [coverage](#) · [sk.ru](#)

Speaker · CIPR

AR/VR for business growth: effectiveness, metrics, and return on investment

[Programme](#) / [coverage](#) · [sk.ru](#)

Speaker · CIPR

New media: how the pandemic changed information consumption

[Programme](#) / [coverage](#) · [youtube.com](#)

2019

Speaker · Innovation Storm, Minsk

Virtual and augmented reality technologies

[Programme](#) / [coverage](#) · [director.by](#)

Organizer · MEDIANA

Technology around content

[Programme](#) / [coverage](#) · [dochub.sk.ru](#)

Speaker · AVRA Days

Talk at AVRA Days

No public link available

Discussion participant · MTS Business Club

Digital reality: technology hype or economic effectiveness?

No public link available

Speaker · CIPR

Esports: a digital sports arena

[Programme / coverage · resf.ru](#)

Speaker · CSTB

Support tools for Russian companies at the Skolkovo Innovation Centre

No public link available

2018

Speaker · AVRA Days

Support for AR/VR projects and market development in Russia

No public link available

Speaker · MEDIANA

Technology around content

[Programme / coverage · sk.ru](#)

2017

Co-organizer representative · AVRA Days Skolkovo

AR/VR applications in business

[Programme / coverage · dochub.sk.ru](#)

2016

Investment session moderator · St Petersburg International Innovation Forum

VC Day 2016 Insight Session

[Programme / coverage · promexpo.expoforum.ru](#)

Investment session organizer · Unreal Fest

Investment session for VR/AR projects

No public link available

Pitch session organizer · No Man Retail

Technology startup pitches for retail

[Programme / coverage · new-retail.ru](#)