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Software Development in the Gaming Industry

Thursday, Oct. 31, 2013
9:30 - 10:20am
EEB 105

Nat draws on his work experience at Nintendo and the advice of friends in the industry to present a glimpse of software development in a specialized application domain, the gaming industry. This talk covers project roles, engineering specializations, and common tools and languages used during the development process taking a game from idea to finished product. He also discusses career paths and major players including Seattle-based companies.

Everyone is welcome to attend.