

Have lunch and discuss the California Gaming Industry with

Austin Krauss

From



Wednesday, November 19th, 2008

From 11 AM to 1 PM

(Space is limited, please RSVP via "<http://upe.umd.umich.edu/rsvp>" if you plan on attending.)



Call of Duty: World of War

- ❖ Release Date: November 11th, 2008
- ❖ Contributions by Austin Krauss (Software Engineer)
 - Enemy AI (Artificial Intelligence)
 - Multiplayer Mode
 - Player Controls & Weapons
 - User Interface Design

Want to know what it's like to work for a California based, multi-platform, software developer that focuses on action and action-sports games?

Then, RSVP and come have lunch with us!

Agenda:

- Presentation (Life at a California based Game Development Company, and how I got there!)
- Lunch: Pizza & Pop (will be provided)
- Open Discussion Period

Can't make the luncheon? Austin will be speaking at the International Game Developers Association of Detroit (<http://www.igdadetroit.org>) at 6pm that same evening in the IAVS auditorium.

Brought to you by the fine folks at Upsilon Pi Epsilon & The Department of Computer & Information Science