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.)

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**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

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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