

IMPACT: TECH RESEARCH & GRADUATE PROGRAM WORKSHOPS

Game Programming Workshop

Facilitated by Dr. Marc Olano

Associate Professor

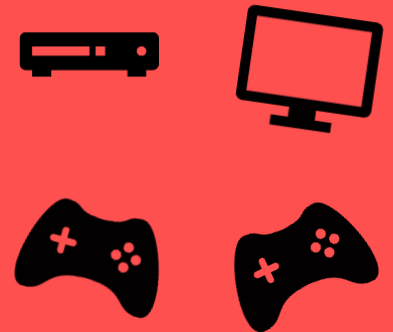
Director, Computer Science Game Development Track

Co-director, VANGOGH lab

From PC to game consoles to mobile, from casual games to hardcore to games for education or marketing, all rely critically on programmers to make them go. Find out about the facets of the games industry, and what kinds of skills they require.



Date: 12th April 2019
Time: 12pm to 12:50pm
Location: ITE 456



****All are welcome—Women in COEIT are specially encouraged to attend!***
+Google Swag bags for first 20 students to arrive!
*****Funded in part by Google exploreCSR Grant***
**** Lunch will be provided!***

Sponsors:

