



Game Development Workshop

Facilitated by: Dr. Marc Olano

Associate Professor of Computer Science and Electrical Engineering

Director, Computer Science Game Development Track

Co-director, VANGOGH lab

This workshop will focus on various facets of research and practice in the “games” industry, the kinds of skills required, and how programmers fit in.

All are welcome –women in COEIT are strongly encouraged to attend!

Friday December 7, 2018

12:00-12:50pm

ENGR 022

Lunch will be served

+ Google swag bags for first 20 students to arrive!

*****Participants are encouraged to bring a laptop computer*****

Sponsors:

HackUMBC, UMBC Center for Women in Technology,
Google exploreCSR Grant

For more information:

Contact Emily Yu (eyu2@umbc.edu) or Dr. Danyelle Ireland (direland@umbc.edu)