Join UCF computer science professor and former Madden NFL lead programmer Tom Carbone for a talk and demo on prototyping for video games.

Topics covered will include:
- What is prototyping and who prototypes in the industry?
- What engines can you use to prototype?
- What should I be learning now to help get me into the industry?
- Can grad school help me get into the game industry?

Tom Carbone
Is currently the technical director at the Florida InteractiveEntertainment Academy, the University of Central Florida's graduate game-development program. Before joining FIEA, he was one of the lead programmers on Madden 2005 and 2006, produced by EA at its Orlando-based Tiburon Studios. Prior to joining EA in 2003, he worked for Microsoft Game Studios, Kodium Interactive, and Sculptured Software Studios.

When:
March 3, 2010
11 a.m.

Where:
Wake Forest University
Manchester 231 (not the Manchester Athletic Bldg.)

Contact:
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