



Microtalks

at **klru**  Studio 6A
presented by IGDA-Austin

8:00 p.m., Friday, March 25, 2011
2504B Whitis, UT-Austin campus
Doors open at 7:30!

Eight local experts with insight into video game development and its industry are each given 10 minutes to speak, on the former home studio and stage for Austin City Limits. Insight from professionals, delivered quickly.



Scan the above for information on parking and other IGDA-Austin events, or go to:
austingame devs.org

FEATURED SPEAKERS

Zach Vowell - archivist of the UT Video Game Archive: Programming update

Ian Bullard - senior engineer, Total Immersion Studios: How programmers and non-programmers can learn to talk to each other

Tess Snider - programmer/designer, Pixelsea: All about normal mapping

Jason Hughes - programmer/studio head, Steel Penny Games: Lean development models, and how the industry is coming around to that way of making games

Rodney Gibbs - CEO, Ricochet Labs: Trends in mobile gaming

Ed Stark - senior designer Vigil Games/THQ: How story is best told through games

Aaron Romo - artist/ animator, Powerhouse Animation: Working for your next client

Sloan Spaeth - agent at Aquila Commercial: Can office space ruin your company?

Stair entrance to KLRU,
6th floor, Jones
Communication Center

