DigiPen’s 2007 Orientation

LARGEST FRESHMAN CLASS YET

DigiPen held this year’s New Student Orientation from Wednesday through Friday, August 29 – 31. More than 300 students and 125 family members attended. Participating new students included 14 Computer Engineering majors, 75 Fine Arts majors, 191 Real-Time Interactive Simulation majors, and 21 students in the master’s degree program.

Over the course of orientation, each student had several opportunities to interact with the DigiPen community. Students participated in a welcome session, which emphasized their role in the DigiPen community and suggested different tools students could use to have a successful experience at the Institute. They also heard from upperclassmen about their DigiPen experiences. All students spent time with their academic advisors and faculty members from their individual programs. Each day culminated in an informal event, which gave students further chances to mingle with faculty, staff, student leaders, and their new classmates. Orientation was a big success. These new students began their DigiPen experience in a positive and informative manner.

-Kati Von Lehman
**Antonie Boerkoel: Mathematics Department**

Born and raised in the Netherlands, Dr. Boerkoel studied mathematics at the University of Leiden, where he received the Dutch equivalent of a master’s degree. After five years of teaching, he went to University of Texas in Austin, where he earned a doctorate in mathematics in 1994. He then taught at Texas A&M University in Kingsville for five years and at Emporia State University in Kansas for six years. He taught a wide range of courses, including introductory courses like basic algebra, trigonometry, geometry, and calculus I, II, and III, and upper-level courses like abstract algebra, linear algebra, combinatorics, number theory, and real and complex analysis. He has also taught graduate students. In 2005, his wife, an engineer for Boeing, moved to Washington, and he followed her in 2006. At that time, he joined DigiPen as a part-time instructor teaching linear algebra, calculus I and II, and discrete math. This summer, he became a full-time faculty member. He will teach two sections of Linear Algebra and Geometry and Number Theory and Cryptography this fall semester.

Aside from teaching, which he loves, Dr. Boerkoel’s interests include the areas of number theory, combinatorics, geometry, mathematical problem solving, math competitions, and undergraduate research. He is also interested in art, painting, photography, languages, and chess. He has been painting since he was eight years old, and he has played chess even longer; a few years ago, he became a correspondence chess master.

**Brandii R. Grace: Game Software Design and Production Department**

Brandii Grace has been in the game industry since 2004. After graduating with a Bachelor of Science degree in Computer Science from Western Washington University, she became a professional game designer and programmer working at various companies, including Microsoft and Monolith. She has worked on a wide variety of games, including triple-A titles like *The Matrix Online*, beloved franchise games like *Call of Duty: Roads to Victory*, and casual kids’ games like *GoDance*. Ms. Grace plans to help the next generation of game developers achieve new heights in the art and science of game design.

**Anna Maria Hong: General Education Department**

A two-time National Poetry Series finalist and Pushcart Prize nominee, Anna Maria Hong has recently published poems and short fiction in journals such as *Fence*, *Black Clock*, *ARCADE*, *Puerto del Sol*, and *Crab Orchard Review*. In 2007, her poems were also published in the *Jack Straw Writers Anthology and Limbs of the Pine, Peaks of the Range: An Anthology by Twenty-Six Pacific Northwest Poets*. Her creative work has been accepted for publication in 2008 by *Fairy Tale Review*, *Cue: A Journal of Prose Poetry, Painted Bride Quarterly*, *Tarpaulin Sky*, and *Quarterly West*. Her nonfiction writings about visual art and literature have been published in *American Book Review*, *Poets & Writers*, *poetryfoundation.org*, *Seattle Magazine*, *The Stranger*, *The Austin Chronicle*, *The International Examiner*, and other publications.

In the last year, she was a featured reader at the *Burning Word* and *Bumbershoot* arts festivals and a nominee for *Seattle Poet Populist*. She is the editor of the fiction and memoir collection *Growing Up Asian American* (Morrow/Avon Books) and the recipient of grants from the Artist Trust and the A Room of Her Own Foundation. She holds an M.F.A. in Creative Writing from University of Texas’s Michener Center for Writers and has recently taught at UCLA’s Writers’ Program and University of Washington Extension.

**Suzanne Kaufman: Art Department**

After receiving a Bachelor of Arts Degree in Computer Animation and Photography from University of Wisconsin in 1994, Suzanne Kaufman went to work for Free Range Digital, a special effects studio. During her tenure, she worked as an animator on various projects for the Discovery Channel, Fox, and Universal Television. In 1996, Ms. Kaufman relocated to Seattle where she animated, modeled, and textured for Boss Game Studios, Microsoft Corporation, and Sucker Punch Productions. As the 3D lead at Sucker Punch Productions, she was proud to have modeled and animated characters and their fantastical environments for the *Sly Cooper* trilogy of games. *Sly Cooper*, Sucker Punch’s critically acclaimed PS2 title, garnered the Academy of Interactive Arts and Sciences “Innovation in Art Direction” and “Innovation in Animation” awards in 2003 and the

*continued on page 6*
Student Elections

The Student Association (SA) will be holding elections for first-year representatives on Sept. 27 and 28. Each program at DigiPen can elect up to two representatives (R.T.I.S. can elect up to three representatives) who will represent first-year students in the SA. Nomination forms will be available on Sept. 13 in the main offices at both the art and main campuses. The nomination forms and candidate speeches are due Sept. 21 by 5 P.M.

Women’s Association Meeting

The Women’s Association will be meeting on Wednesday, September 19, in Plato at 4:00 P.M. We will be discussing “Stereotypes and Success at DigiPen and Beyond.” Anyone who is interested in women’s issues is invited to attend.

Fall Preview Day, Oct. 13

This year’s Fall Preview Day will be held on Saturday, October 13, from 10:00 A.M. until 3:30 P.M. at the main campus. Fall Preview Day is an opportunity for prospective students and their families to visit DigiPen and to learn about our undergraduate degree programs and what it takes to get a job in the video game industry. The day includes degree information sessions, admissions and financial aid information, tours of the facilities, a question and answer session with a student panel, and a complimentary lunch. For more information about Fall Preview Day, contact Tony Keim at tkeim@digipen.edu.

Changes to GPA Calculations and Satisfactory Academic Progress

Over the summer, the Administration implemented changes to the way a student’s cumulative GPA is calculated and to the minimum requirements for Satisfactory Academic Progress. Effective at the end of Summer Semester 2007, only the two most recent attempts of any single course are calculated into a student’s cumulative GPA. For example, if a student takes CS 201 three times, only the last two attempts are calculated into his or her cumulative GPA. Effective Fall Semester 2007, the minimum cumulative GPA needed to maintain Satisfactory Academic Progress will be 1.8. Students who possess a GPA below 1.8 will be placed on Academic Probation. This should not be considered a penalty; instead, Academic Probation is a warning that provides a student with more support in order to help him or her succeed at the Institute.

Parents/Family Weekend, Oct. 19-21

DigiPen Institute of Technology has organized a number of events to showcase our community and campus. Events include a hockey game (Seattle Thunderbirds vs. Vancouver Giants), a community service event, a family art project, and highlights of local sights in the greater Seattle area. For more information, contact studentservices@digipen.edu.

Important Dates

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<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>Sept. 20</td>
<td>Tuition deposit for Spring Semester due</td>
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<tr>
<td>Sept. 30</td>
<td>Withdrawal deadline for 75% refund</td>
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<tr>
<td>Oct. 25</td>
<td>Final day to receive a &quot;W&quot; on transcript</td>
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<td></td>
<td>for Fall Semester withdrawals, 50% refund;</td>
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<td></td>
<td>withdrawals from the Institute after this</td>
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<td>date will receive “F” grades on transcript;</td>
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<td></td>
<td>final day to drop a class</td>
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<tr>
<td>Nov. 12</td>
<td>Veterans Day observed – no classes</td>
</tr>
<tr>
<td>Nov. 20</td>
<td>Balance of tuition for Spring Semester due</td>
</tr>
<tr>
<td>Nov. 22-25</td>
<td>Thanksgiving – no classes</td>
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<td>Dec. 10-14</td>
<td>Final Exams</td>
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<td>Dec. 14</td>
<td>Fall Semester ends</td>
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<tr>
<td>Dec. 15 - Jan. 1</td>
<td>Winter Holidays – no classes</td>
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<tr>
<td>Jan. 2-6</td>
<td>Intersession – no classes</td>
</tr>
<tr>
<td>Jan. 7</td>
<td>Classes begin – Spring Semester</td>
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DigiPen Podclass

September’s PodClass will feature a wrap-up of our review of the casual games industry. Host Omaha Sternberg interviews Chris Early of Microsoft about what it is like for a company that has been doing traditional games to move into the casual games business. Additionally, Ms. Sternberg and Andy McColluch, the Art Director at Gamehouse, will discuss the creation of art for casual games, comparing this to art for traditional games. Listeners can subscribe to the podcast via iTunes, or they can go to DigiPen’s website. If you have a topic you would like to hear about on the podcast, please email your suggestions to podclass@digipen.edu.
BFA Student Gallery

Ben Freedman

Ben has just completed his third year in the B.F.A. program. Ben’s film is a short glimpse of an action-adventure chase sequence and features a character with an extraordinary hair style.

New DigiPen Student Games Win

Congratulations to two of DigiPen’s latest student games for placing in the Intel Game Competition this year. Second place in the “Games on the Go” category went to *Empyreal Nocturne*, a 2007 senior project by Reed Gonsalves and Chad Taylor. *Empyreal Nocturne* is a 3D aerial action game in which the player combats giant flying monsters, Hydras, by commanding a legion of birds. The team won $5,000 and a Giga Pass to the 2008 Game Developers Conference. Fourth place in the “Best Threaded Game” category went to *Synaesthete*, a 2007 junior project by Zach Aikman, Will Towns, Joseph Tkach, and Andy Maneri. *Synaesthete* is a music-driven, arcade-style shooter that seeks to engage the player’s senses with a synergy of light, color, and sound. The team won $1,000. These student games continue a growing DigiPen tradition of creating award-winning games that successfully compete in national and professional competitions.

- Raymond Yan
DigiPen Institute of Technology is pleased to announce Jeffrey Groves as the recipient of the President’s Graduate Fellowship Award. Jeffrey will receive a full tuition waiver for up to fifty-two credit hours of graduate or undergraduate courses. This is the second year that DigiPen has awarded this graduate fellowship. Last year’s recipient was Matthew Maas. All applicants to the Master of Science in Computer Science program who were accepted as of June 26, 2007, were automatically considered for this year’s fellowship award. The Graduate Program Committee (GPC) selected the recipient based on letters of recommendation, academic and work history, and additional application materials. The GPC unanimously chose Jeffrey as this year’s recipient.

While at Iowa State University, Jeffrey earned a Bachelor of Science in Computer Science, as well as minors in Astronomy and English. He also picked up some experience in art. His well-rounded academic career impressed the GPC and has helped Jeffrey better understand all aspects of designing games. While in college, he wrote a half-dozen published missions for Paranoia, an RPG parody of the Cold War. This strong background demonstrated to the GPC that Jeffrey will succeed in DigiPen’s master’s program and in the gaming industry itself.

- Angela Kugler

DigiPen Awards the President’s Graduate Fellowship to Groves

Washington State Need Grant

Are you interested in free money? DigiPen’s Financial Aid Office has some to give away! You potentially could get a total of $5,798 for the 2007-2008 award year. We only have about nine left to give away, and they will go fast, so please apply ASAP. All Washington State Residents are eligible. For dependents, the Financial Aid Office will need one piece of verification documentation from the student and two from the parent(s). For an independent applicant, the Financial Aid Office will need two pieces of verification documentation from the student only. Please note that your dependency status is the same as that on your FAFSA. To apply, fill out the application and submit your verification documents right away. Remember, you must apply through the FAFSA in order for the Financial Aid Office to determine your eligibility. If you have questions about verification and/or documentation, please view the application for details about verification and/or documentation, or contact the Financial Aid Office at 425-895-4427.

Your Financial Aid Could Be at Risk if You Are Not Registered for 12 or More Credits

Financial aid students who are less than full-time (< 12 credits) for the fall semester could have their loans, grants, and scholarships reduced. If you are a student who receives financial aid, and you are taking less than 12 credits, you must see the Financial Aid Office immediately to avoid having your financial aid returned or placed on hold.

Financial aid students who are less than half-time (< 6 credits) for the fall semester will not be eligible to receive any financial aid. If you are one of these students, your financial aid will be returned or cancelled. Federal regulations mandate that if you are less than half-time as of the date of disbursements – financial aid loans will disburse 9/7/07, 10/05/07 (for first-first, first-time borrowers) and grants will disburse the week of 9/17/07 – the Financial Aid Office is required to return the funds immediately. If you are a student who receives financial aid, and you are taking less than six credits, you must see the Financial Aid Office immediately.

Are You Auditing a Class?

Please be aware that if you are auditing any courses, you will not be eligible to receive financial aid for that course. This potentially could reduce your credit loan to less than full-time. If so, please see the Financial Aid Office immediately, as we will be here to assist you and your financial aid needs.

Financial Aid Office at the New Art Campus

A Financial Aid Administrator will be on-site at the new Art Campus only on Wednesdays from 10-2. Please take advantage of this opportunity to have all of your financial aid needs taken care of while we are on-site. Please stop by as we will be happy to assist you with all of your needs.

Financial Aid Disbursements for Fall 2007

- For loans that disburse on 9/7/07, the excess payment checks will be sent automatically by 9/18/07.
- For loans that disburse on 10/05/07, the excess payment checks will be sent automatically by 10/18/07.
- For loans that disburse on 9/17/07, the excess payment checks will be sent automatically by 9/28/07.

- Washington State Need Grants will not be ordered until the week of 9/17/07. The estimated time of arrival will be towards the end of September.
- Reimbursement of alternative/private loans is never automatic. You will receive your money for living expenses. Please understand that it will take time (as stated above) for you to receive your money for living expenses.

The Newest Member of Our Team

Please welcome Jerome Ward, the newest addition to the Financial Aid Office. Jerome brings to DigiPen over five years of financial aid experience. He will support you with all of your financial aid questions and/or concerns. You can reach Jerome via email (jward@digipen.edu), by phone (425-629-5021), or by visiting the Financial Aid Office located next door to the cafeteria.

Congratulations to Marti Jackson

Congratulations to Marti Jackson, who has been promoted recently to manager of Veterans’ Affairs (VA) and Scholarships. She will continue to assist you with all of your financial aid needs, but she will specialize in the area of Veterans’ Affairs and Scholarships. If you should have any questions about VA education benefits and scholarship programs, please email Marti (mjackson@digipen.edu), contact her by phone (425-895-4427), or stop by the Financial Aid Office.

- Kim King
DigiPen’s Online Computer Science Program for Washington State High School Students

DigiPen will begin offering its Project-FUN Computer Science Technology Academy via distance learning technology to up to 50 high school juniors and seniors across Washington State. Starting October 1, this program is in cooperation with the New Market Skills Center. Washington State Skills Centers are an integral part of the K-12 system, operating as an extension of the high schools within a local region by providing students with job-preparation skills.

This online program is based on the curriculum being taught by DigiPen at New Market Skills Center. The curriculum leverages game development as a learning vehicle for computer science, mathematics, and production art. Delivery of the online program will be taught by an instructor using a combination of different synchronous and asynchronous distance learning technologies. “Our relationship with New Markets Skills Center goes back many years, and we’re very excited to be partnering with New Market Skills Center again on this frontier,” says Raymond Yan, Sr. VP of Operations and head of DigiPen’s outreach programs. “Distance learning technology has made it possible for us to reach out to students who may not have access to a serious computer science program at their local school, particularly those in smaller communities.” Since the program is being funded by the state through New Market Skills Center, registration for this program is only open to Washington State students who are entering their junior or senior years. For those with questions, please contact Raymond Yan at raymond.yan@digipen.edu.

-Raymond Yan

New DP Faculty

(continued from page 2)

Game Developer’s “Best Original Game Character” that same year; Sly 2 was awarded the Academy of Interactive Arts and Sciences “Children’s Title of the Year” in 2004. As a guest speaker for Alias, the 3D graphics software developer, she presented the “Making of Sly Cooper” at SIGGRAPH 2003 in San Diego and at 3D December 2003 in London. She was also an industry panelist for the 2005 Women in Games International Conference.

She is co-teaching CG 300 with Chun Lu and teaching ANI 300 for the upcoming school year. Ms. Kaufman is excited to work with the skilled students, inspiring faculty members, and excellent staff at DigiPen.

Peter Moehrle:
Art Department

From an early age, Peter Moehrle showed an interest in drawing and painting, but it was in high school when he decided to become an artist. He studied fine art at the Ontario College of Art, where scholarships allowed him to spend his final year off campus in Florence, Italy. In 1980, he started working for Nelvana, the largest animation studio in Canada at the time. He worked as a background painter, and after three years, became supervisor of his department. By 1986, he also began supervising layouts. In addition to his visual development experience, this work experience enabled him to work on various animation projects for television.

In 1995, he joined Disney Feature Animation in Florida as a senior background artist. While at Disney, he worked on feature films, including Mulan, Tarzan, and Lilo & Stitch. Since the closure of their studios in Florida, Mr. Moehrle has been busy doing development work for Sony, Starz, IDT, Core, Hibbert Ralph, and Miramax. At DigiPen, he now works at passing on his skills to future animation artists. In his spare time, he continues to do freelance work for studios.

Chun Lu:
Art Department

Ms. Lu earned a Bachelor of Science in Interior Architecture and a Master of Arts in Design Communication. Before joining DigiPen, she worked as a senior artist for Microsoft’s Game Technology Group and as a character and cinematic artist for Atari. This fall, she will be co-teaching CG 300 (3D Environmental Modeling and Level Design) with Suzanne Kaufman. She is looking forward to helping students make portfolio-quality projects that give them the opportunity to explore environment design concepts using Maya as the creation tool.

Newsletter Disclaimer: The views and opinions expressed by contributors to the DigiPen Newsletter are strictly those of the author and do not reflect the views and opinions of DigiPen (USA) Corporation and/or DigiPen Institute of Technology. DigiPen does not assume responsibility for the personal opinions expressed.

-Raymond Yan
# DigiPen Will Attend College Fairs and Industry Events

DigiPen will be attending the following events, which may be in your local area. Please feel free to drop by and say hello… and be sure to bring your questions for DigiPen's admissions team.

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<thead>
<tr>
<th>Event Name</th>
<th>Location</th>
<th>Date</th>
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<tbody>
<tr>
<td>National College Fair</td>
<td>Austin Convention Center, Austin, TX</td>
<td>Sunday, Sept. 30</td>
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<tr>
<td>World Cyber Games</td>
<td>Qwest Field, Seattle, WA</td>
<td>Friday, Oct. 5 – Saturday, Oct. 6</td>
</tr>
<tr>
<td>DigiPen's Fall Preview Day</td>
<td>DigiPen Institute of Technology, Redmond, WA</td>
<td>Saturday, Oct. 13</td>
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<tr>
<td>National College Fair</td>
<td>Navy Pier, Chicago, IL</td>
<td>Saturday, Oct. 20</td>
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<tr>
<td>New York Performing and Visual Arts Fair</td>
<td>Manhattan School of Music, New York, NY</td>
<td>Monday, Oct. 22, 7:00 P.M. – 9:30 P.M.</td>
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<tr>
<td>Boston Performing and Visual Arts Fair</td>
<td>Cabot Physical Education Center, Northeastern University, Boston, MA</td>
<td>Tuesday, Oct. 23, 7:00 P.M. – 9:00 P.M.</td>
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<tr>
<td>National College Fair</td>
<td>Civic Plaza, Phoenix, AZ</td>
<td>Sunday, Oct. 28</td>
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<tr>
<td>National College Fair</td>
<td>Atlantic City Convention Center, Atlantic City, NJ</td>
<td>Tuesday, Oct. 30</td>
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<tr>
<td>Seattle Performing and Visual Arts Fair</td>
<td>Fisher Pavilion at Seattle Center, Seattle, WA</td>
<td>Tuesday, Oct. 30, 7:00 P.M. – 9:00 P.M.</td>
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<tr>
<td>National College Fair</td>
<td>Spokane Convention Center, Spokane, WA</td>
<td>Tuesday, Oct. 30</td>
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<tr>
<td>Video Game Expo</td>
<td>Pennsylvania Convention Center, Philadelphia, PA</td>
<td>Friday, Nov. 2 – Sunday, Nov. 4</td>
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<tr>
<td>National College Fair</td>
<td>Oregon Convention Center, Portland, OR</td>
<td>Friday, Nov. 2 – Saturday, Nov. 3</td>
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<tr>
<td>National College Fair</td>
<td>Pennsylvania Convention Center, Philadelphia, PA</td>
<td>Friday, Nov. 4</td>
</tr>
<tr>
<td>National College Fair</td>
<td>Washington State Convention and Trade Center, Seattle, WA</td>
<td>Sunday, Nov. 4 – Monday, Nov. 5</td>
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</table>
To the incoming class of 2011: welcome to DigiPen! I am sure you have enjoyed your first several weeks here. For everyone else, welcome back! I hope you had a relaxing summer and are ready for the new school year. For those of you who do not know me, I am Brittany Aubert, a junior in the R.T.I.S. degree program. I joined the Student Association (SA) my third week at DigiPen, and now I am the new President.

Many of the new students do not know that the SA used to be quite small. In just the last year or so, our organization has grown substantially. We are more supported than ever, and this would not have been possible without student participation. The SA has helped maintain and even build upon the wonderful community that makes up DigiPen. With all of last year’s successes, we went into our summer meetings with the major question: “How will the new building effect what we’ve gained?”

The SA is planning on bringing back previous events and adding more to the mix. To support our former DigiPen students as much as our current ones, we are planning on having both a Portal release party and Alumni Day. Seeing the success of our annual faculty versus students Counter Strike event brought about the idea of a faculty versus students Guitar Hero tourny. Favorite events are also returning, including the Talent and Comedy Show, DigiPen Halloween, and the Cook Off.

But how can we make these events grow to help strengthen the community feeling? You will be seeing events at both campuses this year. We are hoping to divide the events between the two buildings in order to give every student many opportunities to relax with their peers. Even though we are physically divided, we still need to support and to help each other however we can.

So what can you do to help us achieve our goal of maintaining the DigiPen community? Besides attending events, you can voice your concerns to us the moment you have them. All of our current members are listed on the SA page on the DigiPen Wiki. Email one us, and we will get back to you with an answer. You can also attend Open Forums and bring your concerns directly to us. Something new that we are doing this year is having two Open Forums a month, one at the art campus and one at the main campus. This will allow for more degree-specific concerns to be answered than ever before. If you still want to help out on a smaller scale but do not want to run for an SA position, we are now accepting volunteers for all of our events. Just send an email to sainfo@digipen.edu to sign up.

In the end, it comes down to the students. We need your help. Without the students, our organization would not exist. Continue to use us and support us. This is such a great student body, and I am so happy I get to watch the freshmen learn this for themselves through their first few weeks. And now, I leave you with something to ponder: If Professor Duba sings in the shower, and no one hears him, does he actually sing?

- Brittany Aubert

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Terry Suereth

CE/Senior

Years ago, when Terry Suereth learned that DigiPen was planning to open a campus in Redmond, he traded his dream of building a Lego-spaceship to travel among the stars for the dream of working in the gaming industry. Born in Lebanon, Pennsylvania, Terry attended Cedar Crest high school. In between the usual high school student jobs of “watching a cash register or asking customers what condiments they prefer,” Terry worked as a computer programmer and consultant for local businesses. “I started playing video games as soon as I mastered the fine motor skills necessary for them,” he admits, “and despite never really getting very good at them, I continue to play games today.” Like many DigiPen students, this experience brought him to the Real-Time Interactive Simulation degree program at the Institute. However, at the end of his first semester here, DigiPen began to offer the Computer Engineering degree. “I leapt at the opportunity faster than you could say ‘Erik the Swift,’” Terry recalls.

Currently beginning his fourth year at DigiPen, Terry has enjoyed his time here. He is particularly pleased with the lab projects he has done. “During my junior year, my Projects team fumbled with a variety of provided display systems that were really subpar,” Terry remembers. “So I cut through the layers of middleware in what we had, and I constructed my own graphics driving system. It was late enough in the semester that we didn’t really get the chance to take advantage of it, but I still consider my implementation a victory.”

Terry is especially excited about his degree program. “Computer Engineering opens many doors,” he feels, “but I would still like to remain close to game development, perhaps with an engineering role at a game studio.”

Considering his future after DigiPen, Terry says, “One really exciting possibility would be to become involved in first-party game hardware development, but those jobs are so highly protected by parent companies that sometimes I am not entirely sure they even exist.”

In preparation for the real world, Terry currently works as an associate engineer at Nintendo Software Technology while finishing his CE degree.

To individuals who are interested in a career in the gaming industry, Terry advises them seriously consider DigiPen. “I really don’t believe there is any better school,” he states. “Don’t let money get in your way – higher education, especially of the caliber offered here, is among the best investments one can make.” Terry is always happy to entertain questions about the CE program at the Institute. “Although there are stupid questions,” he reminds us, “they will only continue to be stupid so long as they remain unanswered.”

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STUDENT SPOTLIGHT

Photo: Katrina Chu