We Are Dragons

For more than 30 years, we've been igniting passion and launching careers in computer science, interactive media, and video game development — preparing students for the kind of lifelong work that challenges the mind and excites the imagination.

ABOUT DIGIPEN

Located in Redmond, Washington, with campuses in Singapore and Bilbao, Spain, DigiPen offers undergraduate and graduate degrees in subjects relating to:

- **Game design and development**
- **Computer science and engineering**
- **Digital art and animation**
- **Music and sound design**

DigiPen alumni have proven to be among the most sought-after employees in the games industry and beyond. In addition to being credited on well over 1,600 popular video game titles, they continue to advance the boundaries of what technology can accomplish.

ACADEMIC APPROACH

Our educational philosophy is simple but effective. Build knowledge first, and then apply it to real-world projects and assignments where students decide what to create. Our programs immerse students in a studio-like environment where they learn to test and refine new ideas, collaborate with students from other disciplines, and gain a level of hard-earned experience that's simply unmatched by other college programs. By the time they graduate, they'll have a deep understanding of their chosen field and a portfolio of work that will make them stand out.

COMMUNITY AND VALUES

Our Community

DigiPen is a vibrant community of inspired people who share a passion for computer technology, games, art, and innovation. Together, we thrive on teamwork, creativity, and a spirit of learning — both in and out of the classroom. Our Redmond, Washington, campus brings together students and faculty from across the United States and nearly 50 countries around the world. We are proud to foster a diverse population that is welcoming and supportive to people of all backgrounds.

Our Values

These are just a few of the educational values that define both who we are and what we do.

IMMERSION - We believe in the power of learning by doing. We engage students in applied, project-based learning with collaborative in-studio experiences starting in year one.

INSPIRATION - Our experienced faculty and passionate students motivate and encourage one another to challenge what's possible, explore the limits of technology, and strive for personal excellence.

READINESS - Our programs result in career-ready graduates. Top companies in technology and gaming recognize DigiPen as an incubator of talent that produces creative and capable employees who thrive in team environments, know how to navigate challenges, and solve problems.

COMMUNITY - Our team-based approach to project learning, combined with a welcoming and inclusive campus culture, fosters a supportive environment for passionate students to share ideas, motivate one another, and bring their visions to life.

QUICK FACTS (AS OF FALL 2020)

1,121
ENROLLED STUDENTS
at Redmond Campus

18
AVERAGE CLASS SIZE

10:1
STUDENT-TO-FACULTY RATIO

87% Domestic Students
13% International Students

3 GLOBAL CAMPUSES

Redmond, WA
Singapore   Bilbao, Spain

1988   Claude Comair founds DigiPen Corp. as a computer simulation and animation company in Vancouver, Canada.

1990   DigiPen begins a training program in 3D animation and begins working with Nintendo of America to establish a video game programming certification program in Canada.

1993   DigiPen expands its educational programs by establishing an applied computer graphics school.

1996   DigiPen Institute of Technology is authorized to offer its first four-year degree, the Bachelor of Science in Computer Science in Real-Time Interactive Simulation.

1998   DigiPen relocates to the United States and opens its campus in Redmond, Washington, located right next door to Nintendo of America headquarters.

2000   A total of 13 students from the first graduating class of DigiPen Institute of Technology receive their degrees.

2005   Valve hires the entire student team that worked on the senior game project *Narbacular Drop* after representatives from Valve attend the DigiPen Career Fair on campus.

2007   The game Portal, developed by the same graduates who made *Narbacular Drop*, releases to the public and immediately garners worldwide acclaim.

2008   DigiPen opens its first international campus in Singapore at the invitation of the Singaporean government.

2010   DigiPen moves to a larger campus in Redmond.

2011   DigiPen opens its first European campus in Bilbao, Spain.

2015   DigiPen Institute of Technology Singapore announces the launch of DigiPen Game Studios, a new venture aimed at helping indie developers in Southeast Asia.

2018   DigiPen launches a BS in Computer Science in Machine learning degree, and DigiPen celebrates its 30th Anniversary.

ALUMNI SUCCESS HIGHLIGHTS

Getting Started at Nickelodeon

Shortly after graduating from the BFA in Digital Art and Animation program in 2019, Shannon Parayil landed a spot in the prestigious Nick Artist Program in Burbank, California. As part of the six-month program, she networked and collaborated with animators and producers while contributing to a Nickelodeon production. The studio was so impressed, she quickly landed a full-time position working as a background designer on *The Loud House* animated series. "I feel super honored to be on the team and be recognized among such a talented group of producers, writers, editors, designers, and directors," Parayil says.

DigiPen Alumni Contribute to *Ghost of Tsushima*

In 2020, Bellevue-based Sucker Punch Productions launched the samurai adventure *Ghost of Tsushima*, which quickly became one of the best-selling games of the year. A total of 22 DigiPen graduates — including software developers, artists, and designers — had a hand in bringing the game's gorgeous open-world environments to life.

Designing *Hades*, the 2020 Game of the Year

DigiPen graduate Eduardo Gorinstein (2017) was already a huge fan of indie studio Supergiant Games when he decided to apply for a brand new game design position. He landed the job and immediately joined the team in developing what would go on to be the 2020 smash hit *Hades*, winner of multiple Game of the Year awards from Polygon, IGN, BAFTA, and more. Gorinstein had a major role in the game's development, helping to design the game's frenetic combat encounters and challenging boss fights.

More than 600 companies have hired DigiPen alumni, including tech giants like Microsoft, Amazon, and Nintendo. Read more alumni success stories at: *digipen.edu/showcase/news*

ONE DIGIPEN, MANY MISSIONS

In addition to its undergraduate and graduate degree programs, DigiPen offers other services, including K-12 educational programs in STEAM subjects. DigiPen also has an internal Research & Development group that partners with global industry clients, from the world of aerospace to professional auto racing, on a range of technology and software development projects.

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