

Alumni and Friends News



Cogswell

Polytechnical College

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Job hunting?

Samsung Application Testing



On November 5, students at Cogswell were marching to the beat of a new drum - one they were testing for the [Samsung Electronics](#) Mobil Communications Lab. *Caxixi* (pronounced ca shi shi) - a new application written for Samsung Windows Mobile phones such as the Omnia - took center stage as Cogswell Digital Audio Technology students put the program through its paces.

Sumi Lim, Senior Marketing Manager and Martin Tannefors, Director Samsung Mobile Innovator, brought phones loaded with *Caxixi* and a film crew to campus then let the students explore the possibilities. Michael Novak, Chair of Cogswell's Board of Trustees, put Samsung in touch with Cogswell. Thanks to Cogswell's proximity to Samsung's location in North San Jose and the College's fully equipped audio labs, it was a perfect match.

Shaking the phone using various arm motions releases the pleasing, pebble against drum-head sound. The application can be used as a solo instrument or - in the Studio mode - lets you to arrange backing tracks, record arrangements, mix them together into your own songs and then send them to others. Users can even export them as WAV files to create personalized ringtones for their phones.

Our crew had a great time rocking to their own beats. Watch the video on [YouTube!](#)

View our [list](#) of company links.



Australian Fire Simulation for Boeing



The Engineering Simulation and Animation Laboratory (ESAL) at Cogswell was founded in 2004 by Dr. el-Hadi M. Aggoune for the visualization of complicated engineering systems. The Lab with locations in Sunnyvale, CA and Kirkland, WA does contract work for the Boeing Company. In addition to the lab employees, Cogswell students are hired to work on the projects as well.

This year's contract calls for the team to continue its tradition of developing Real-Time Virtual Environments and Concept of Operation Scenarios. The current scenario focuses on illustrating forest fire detection and monitoring using unmanned aerial vehicles. This proprietary work will use the recent wildfires in Australia as a

model for the simulation.

Following is a Q & A about the project.

Q: What skill sets will lab employees use to complete this project?

A: The artists should have a comprehensive background in modeling, texturing, rigging and animation for a game engine.

Q: What tools will employees use to complete the simulation?

A: ESAL has tremendous resources in terms of personnel, software, hardware and facility. Artists and programmers will be using Torque 3D, Maya and a proprietary simulation engine. They will also use Perforce for version control, Mentis for bug tracking and Twiki to post their work and progress reports. The programmer for this project will be required to write tools.

Q: Do you see any particular challenges in delivering this scenario?

A: The project has already been approved and delivery is set. The team is very aware of the deadlines, tries to anticipate any challenges and give themselves enough time to find solutions. As in the case of any project the ESAL undertakes, delivery of a product that satisfies the customer needs, on time and on budget are guaranteed. The project has many phases including research, event list development, pre-visualization and implementation. The research phase is already done, the event list is being done and implementation starts on January.

Q: Outline the basic steps you take to ensure that the project is completed on time and to Boeing's specifications.

A: The work is controlled internally by the lab and externally by the customer. Work is submitted to the customer on a biweekly basis; the customer tests and evaluates the work and produces a ticket list for all changes, modifications and extensions; the lab then takes the ticket list and resolves all issues raised. The work is not complete until all the issues in the ticket list are resolved by the lab to the satisfaction of the customer. Meetings with the customer through WebEx also occur on a biweekly bases.

Q: What is the timeframe for completing this project?

A: Our contract is from January to June during which the artists and programmer will be paid a stipend.

Q: How many people will work on the project?

A: Two artists and a programmer will work between 15 and 20 hours per week.

SAVE THE DATE! Founders' Day 2010



The date has been set for Cogswell's annual Alumni Reunion. Put March 20, 2010 on your calendar now!

Join us again on campus this year to visit with old friends, make new ones, celebrate alumni achievements and learn the latest Cogswell news.

Invitations will be in the mail by the end of January so don't forget to update your address or email.

Global Game Jam at Cogswell



Following last year's hugely successful inaugural event, organizers are expecting Game Jam 2010 to be even more spectacular. So far more than 113 locations in 32 different countries will host events.

Cogswell Polytechnical College is pleased to host this exciting event in the Bay Area. The Global Game Jam begins at 5:00 p.m. on Friday, January 29 and ends at 3:00p.m. on Sunday, January 31.

Game Jams foster innovation and experimentation - it's all about making games and in the GGJ you're part of a global experiment in creativity. A game jam is not for the faint of heart though. Expect two days of hard work, experimentation, little sleep, new friends, great ideas, laughs, technical issues and the time of your life.

What could be better than the chance to challenge your creativity and technical expertise in a collaborative marathon? Not much if you love to make games!

[Learn more](#) about the event and reserve your space now.

Space limitation: 50 participants, so make sure to register early.

Alumni Notes

Justin Adkinson (2001) is now a Video Producer at Flathead Productions. **Ernest Amos-Jackson (1999)** owns ZAP! Productions in Santa Cruz. The company creates all facets of corporate branding materials. **Kyle Brown (2004)** has joined WayForward Technologies as a Level Designer. **Lynne Cechettini (1999)** owns [Lynne Cechettini](#) Health Advisor in the Lake Tahoe area and specializes in vegetarian nutrition, sports nutrition and CFIDS. **Anton Delfino (2006)** in addition to working in the film industry as a lighting professional, is also a Keywords Analyst at Internet Brands. **Paul Diakos (1995)** is a Globalization SQA at Palm, Inc. **Bryce Gunkel (2004)** Left EA Mobile to join the Playdom team as an Artist. **John Hessler (2005)** in addition to his work as a Technical Artist at Autodesk, is also an Instructor in the Game Design Program at the Academy of Art. **Amy Jones (1999)** has added Lead Lighter/Compositor to her title at PDI/DreamWorks. **Steve Lebastchi (1980)** is Vice President of Operations at [D and S Development](#) in Sacramento. The company is one of the leading owners, developers and operators of transformational real estate in the greater Sacramento area. **Tobiah Marks (2009)** and **Angelo Yazar (2007)** are on the way to fulfilling one of their dreams by Co-Founding their own company, [Yobonja!](#), and releasing their first title *The Nightclub* as an iPhone app. **Gaurav Mathur (1996)** started Playseeds after

nearly 14 years of developing AAA videogame titles. His goal is to develop family-friendly games and intellectual properties that inspire learning. After the birth of his son this year he decided he wanted to create games they could play together. **Richard Mikeworth (1997)** after more than 23 years at AMD in various engineering capacities he is now an Independent Distributor of Mona Vie. **Mark Mundell (1999)** is a Senior Quality and Reliability Engineer at Lattice Semiconductor in the Portland area. **Karma Proehoeman (1980)** is the Head of Hotel Development with Golden Tulip, Southeast Asia. **Kevin Reilly (2008)** works at Sony Computer Entertainment of America as a Home Operations Specialist. **William Suarez (2006)** has joined the growing group of Cogswell Alumni working at [Anatomage](#) in San Jose as a 3D Modeler. **Thomas Swanson (2007)** is a Fire Officer with the San Onofre Fire Department. **Brendan Thompson (2004)** is the Sole Proprietor at [BCT3D](#) in the Portland Area. His company focuses on traditional and CAD drafting, mostly for custom residential building designs. **Kyle Van Meurs (2008)** just moved back to the Bay Area to work at Zynga doing 2D art for their *Mafia Wars* game. He was also recently invited to join a speed painting blog called [SpeedSpot](#).