Animation & Visual Effects Industry Leaders to Speak at Cogswell

On Thursday, January 20, Cogswell is pleased to host two prominent industry experts as they talk about life in the special effects and animation worlds.

Don't miss this great opportunity to learn from and network with industry professionals!

Date: Thursday, January 20
Time: 6PM to 8PM
Where: Cogswell College, Dragon's Den
Pizza & soft drinks served

RSVP to bphelps@cogswell.edu

Bios:
Patricia Kallusch is Development Director at Electronic Arts, a position she has held for the past two years. Her previous positions included Associate Producer at LucasArts and Arts Manager at Electronic Arts. Her credits include: Dante’s Inferno: Trials of St. Lucia (2010), Star Wars: The Force Unleashed (Ultimate Sith Edition) (2009), Star Wars: The Force Unleashed (2008), Tiger Woods PGA Tour 07 (2006), Tiger Woods PGA Tour 06 (2005), Tiger Woods PGA Tour 03 (2002) and Rumble Racing (2001).

UPCOMING EVENTS

Global Game Jam 2011
January 28 - 30, 2011
Click here to RSVP!

Check us out!

Job hunting? View our list of company links.

from Intel and the 2011 Global Game Jam

Date: Wednesday, January 12, 2011
Time: 6PM - 8PM
Where: Cogswell College, Dragon's Den

2011 Global Game Jam Committee member, Foaad Khosmood, will give a 20-30 minute talk on the upcoming GGJ event. GGJ takes place over a 48-hour time period beginning at 5:00 PM on Friday, January 28 and ending at 3:00 PM on Sunday, January 30. Cogswell will once again serve as a host site. Teams from around the globe challenge themselves to create innovative, playable games during the event. Click here to learn more or to register.

Scott Crabtree, Intel's game evangelist, will also be present to talk about Intel's AppUp for another 20-30 minutes. This is a brand new "app" based development market and is targeted for the notebook and similar devices but works on any PC. Intel is giving free development kits for GGJ participants.

REGISTER NOW for the 2011 Silicon Valley Global Game Jam at Cogswell

The 2011 Global Game Jam - slated from January 28 to 30, 2011 - brings together thousands of game jam enthusiasts from all over the world. Each year the number of participating countries grows as does the number of sites available to participants. The College is pleased to once again be one of the Bay Area hosts for this exciting event. The Global Game Jam begins at 5:00 p.m. on Friday and ends...
During last year's highly successful event, more than 4300 people took part in 39 different countries and produced about 900 games. Cogswell attracted one of the largest groups in the US with 50 enthusiastic jammers. The teams at Cogswell hold the honor of producing the most playable games - 13 - of all the US sites. Cogswell teams were a great mix of student talent and industry professionals.

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:
60 participants, so make sure to register early.

Upcoming February IEEE Meeting at Cogswell

A Panel of experts will discuss "Modeling and Simulation of Dynamical Systems" at the February IEEE meeting at Cogswell. This event is co-sponsored by Cogswell Polytechnical College and National Instruments.

Date: Saturday, February 5, 2011
Time: 9AM to 3PM
Cost: $20 for full-time students; $40 for IEEE Members; $60 for non-members
Lunch is included.
Schedule:
9:00  
Welcome
9:10 - 10:00  
Mathematical models of dynamical systems  
Instructor: Dr. P.K. Menon, Optimal Synthesis
10:10 - 11:00  
System Identification - Theory and Practice  
Instructor: Dr. Mark B. Tischler, Ames Research Center
11:10 - 12:00  
Simulation with Hardware and Software Tools  
Instructors: Dr. Karl Mathia, Dr. John Won
12:00 - 12:30 Lunch
'Off-line' discussions and product demonstrations
12:30 - 01:20  
Visualization and Virtual Environments  
Instructor: Dr. Hadi Aggoune, Cogswell Polytechnical College
1:30 - 03:00  
Applications of Hardware-in-the-Loop Simulators  
Instructor: Christoph Wimmer, National Instruments

To learn more about the presentation and to register, click here.

Upcoming IEEE Meeting at Cogswell

Prof. Bernard Widrow of Stanford University will discuss "Adaptive Inverse Control" on Wednesday, January 19, during the IEEE meeting at Cogswell. The event is co-sponsored by the IEEE Control Systems Society, SCV and the IEEE Automation and Robotics Society, SCV.

Schedule:
6:30pm: Networking/refreshments  
7:00pm: Presentation  
8:45pm: Adjourn  
The event is free and open to the public.

Unlike conventional control methods, adaptive inverse control uses feedback to control the variable parameters of the controller itself, offering enhanced flexibility and precision in the control of unknown variable systems. Adaptive filtering techniques have been used successfully in a variety of signal processing problems, including antenna systems, channel equalization, echo cancellation and spectral estimation. This presentation will discuss how these techniques are being used in control systems.

To learn more about the presentation and to register, click here.
Mark West (class of 1978) is Spotlighted in Martinez-News Gazette

Mark West loves his job. It's not everyone who gets the chance on a daily basis to invent and manufacture instruments that make the work of scientists at the Berkeley Labs more efficient. Mark earned an Associate in Engineering degree in Mechanical Engineering Technology from Cogswell and then landed his dream job at the Labs the same week.

He manages one of the Lab's prototype shops, where his team makes items "that aren't available from a catalog or store but are unique to the researchers or scientists needs."

Click here to read the entire article.

JOB SECTION

January Featured Jobs

**Nickelodeon**
Storyboard Artist - Dora the Explorer
FX Artist - Robot and Monster

**LucasFilm Companies**
3D Story Artist (TV), LucasFilm Animation
3D Story Technician (Feature), LucasFilm Animation
Animation Tools Engineer, LucasFilm Animation
Animator, ILM
Compositor, ILM
Technical Director, ILM
Technical Assistant, ILM
Alumni Notes

Norman Aiello (1986) is now a Development Program Manager at L-3 Communications Power Paragon in Anaheim. He also is PMP Exam Prep Class Instructor at the PMI San Diego Chapter. Felicia Alas (1999) is a Senior Software Engineer at Intuit in Mountain View. Ronald Andaya (2005) moved up from QA Software Engineer to a Technical Artist at EA/Visceral Games. Michael Apolis (2004) is a team leader for the environment artists on the latest Star Trek Online game at Cryptic Studios. Liana Baxter (2001) joined Epsilon as an Instructional Designer & Product Trainer. Will Christiansen (2006) will be starting a gig with 343 Industries (which is part of Microsoft Game Studios) and will be working on the next game as an Animator. Paul Dessert (2004) is over at PlantCML, an EADS North American Company, as a Webmaster and is developing three of the industries' leading website properties. Robert Ernst (2010) is now the owner of Noise Root Studio in San Jose. Joel Foster (2007) is back at Rhythm & Hues as a Character Animator and is working on the feature film, Hop. Carl Frytz (2006) is a Previsualization Artist at Proof Inc. in the LA area. Magda Galindo (1988) is a Library IT at the Redwood City Public Library. Soroush Ghaderi (1998) works at Monster Worldwide as a Sr. Software QA Engineer. Vitaly M. Golomb (2009) is a Member of Advisory Board at Topicmarks and a Design and Marketing Consultant at NewsBasis. Bob Graff (2009) is an Event Tech over at TSG Events in Bellevue, WA. Christian Henderson (2010) is at Sony Computer Entertainment America working on Quality Assurance for video games. Colin Hodges (2008) left Pendulum Studios to join Sony Computer Entertainment America as a Technical Projects Manager. Kent Hull (1996) is an Associate Engineer at Echelon as well as a Consultant for Cymechs. Erick Jakobsen (2000) is a Lead Environment Artist at Broodworks in Santa Monica. Søren Macbeth (2000) is a Chief Data Hacker at Yieldbot, Founder at StockTwits Inc., & a Managing Director at SDM Capital Partners LLC. Gwyneth Mason (2004) has added Concept & Production Artist at Rapscallion Films to her work schedule. Mark Mundell (1999) works as a CEO at Holland Property Inc. in Portland, OR. Delayna Myers (2004) is in Los Angeles as an Assistant to Director Steve Shill. Jason Nisperos (2007) is working in Japan as an Audio Programmer, International Business Development & Planner at M2 Co., Ltd. Steve Nguyen (1988) is currently a Senior Staff Engineer, Manufacturing at Illumina. Melvin Patterson (1984) is at Phoenician Holdings Ltd. as a General Counsel. Armando Vasquez (1986) is a CEO and Founder at NETIP Dental Technologies, a company that serves the IT
needs of dental practices. **Hubert Vicente (2001)** works as a Staff Test Engineer over at Canesta, Inc. **Bill Winterberg (2001)** is a Technology Columnist, Morningstar Advisor at Morningstar in Dallas, TX. **Rosie Wrede (2003)** has moved on from EA to Sledgehammer Games in Foster City as a Level Designer. **Blake Zbikowski (2005)** is currently aDivX Certification Test Technician at Sonic Solutions in San Diego.

**Share Your News!**