Founders' Day Date Change

Please join us on **Saturday, April 9 from 2:00 pm - 5:00 pm**, to celebrate Cogswell's annual Founders' Day. Invitations will be in the mail shortly but we hope you will save the date and make plans to catch up with former classmates. You can also RSVP now online.

Due to an early Spring Break at Cogswell (week of March 14) and a scheduled Open House (March 26) for prospective students and their families, Founders' Day was moved to a date when faculty and staff could be present.

To RSVP, please visit [http://www.cogswellalumni.com/foundersday](http://www.cogswellalumni.com/foundersday)

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Greg Shaw, Microsoft Games Audio Lead, Speaks at Cogswell

During the day he will conduct a workshop for current Digital Audio Technology students and in the evening he will offer his observations about what it’s like to
work as a Sound Designer and advice on entering the field.

In his career, Greg has had the chance to perform most of the tasks an Audio Director might encounter including field recording, interpreting the vision of the Game Developer and game audio programming. To learn more about Greg Shaw, visit his blog.

Don't miss this chance to learn from the best!

**Where:** Cogswell College, Dragon's Den  
**When:** March 30, 2011  
**Time:** 6:00 to 8:00 PM  
**Pizza & Beverages provided**

RSVP to bphelps@cogswell.edu

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**About Greg Shaw**  
Greg Shaw is an Audio Director at Microsoft Game Studios. Previously he was the Audio Director and Business Production Process Manager at Microsoft's Turn 10 Studios, where he created the audio vision and direction for the interactive video game franchise, *Forza Motorsport*. With over 16 years of experience, Greg specializes in audio creation and production. Part of his responsibility is to supervise multi-discipline functional teams for the interactive entertainment and video game industry. He is a creative audio visionary who manages the path, processes and milestones for audio product development.

After earning a Bachelor of Science in Music Engineering Technology with a concentration in Software Development from Cogswell Polytechnical College, Greg worked as a Production Assistant for Opcode Systems, Inc. in Palo Alto, California. After that he worked for Adrenaline Interactive in Los Angeles as a Sound Designer and AV editor. The next four years found him working for Crystal Dynamics, Inc. as an Audio/Video Manager, Sound Design Lead and Sound Designer. He joined Microsoft in 2002.

Ever wonder what a Game Audio Director does and how you could become one? Cogswell College is pleased to welcome back alumnus, Greg Shaw, who will share his insight and experience in two presentations on March 30.

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**LucasFilm Animation Artist Advises Project X**
Adam Holmes, Senior Story & Previs Artist at Lucasfilm Animation, (pictured here with George Lucas) stopped by to critique and offer advice on the latest Project X production at Cogswell College. The current Project X film is in the final stages of production and should begin the film festival submission process by early April.

"I was very impressed with the Hollywood production value of the film and Huber's leadership and experience is clearly evident," said Holmes. "The story, music, character design, animation, lighting and FX were well above most college-produced CG projects. In many shots the excellent character animation felt like I was watching a Pixar film! I have high hopes for these students in their careers and this film could be a serious award contender."

Project X, the brainchild of Cogswell faculty member Michael Zachery Huber, is a course for upper division students and simulates a professional animation studio. In addition to having the opportunity to work on a professional quality short animation and build a high quality portfolio, students also get to network with industry professionals who visit the class to lend their expertise.

Visit the Project X website to learn more about this unique teaching model.

Dr. Gabriella Sechi

It is with much sadness that I inform you that Dr. Gabriella Sechi passed away on January 31. Gabriella was a long-time Cogswell faculty member and former Vice President for academic affairs. She also served for many years as Cogswell's WASC liaison.

Dr. Sechi was dedicated to Cogswell and its students and worked long and hard to make the College a better place. She retired in 2005.

JOB SECTION

February Featured Jobs

Rhythm & Hues

Position: System Operations and Render Support
Department: Operations and Render Support
Position Summary:
The System Operations and Render Support will be responsible for daily performance of the company's computer systems including monitoring renders, providing queue support to users, monitoring disk servers, performing backups/restores, and handling incoming/outgoing data transfers. Qualified candidates will have the opportunity to code from time to time. This position will also provide technical assistance, support and assist computer users with hardware and software questions. This is an entry level position that could lead to a Pipeline TD or Digital Artist role.

For a detailed job description, please visit the [website](#).

Submission Requirements:
Email cover letter and resume (Please ensure that the subject line of your email states, "System Ops & Render Support") to: recruitment@rhythm.com
If there is a match, we will be in touch with you shortly. Thank you.

Cogswell College Faculty Positions

PART-TIME FACULTY OPENINGS IN DIGITAL ARTS AND ANIMATION

Cogswell Polytechnical College needs instructors to teach foundation classes in its 3D Animation, 3D Modeling, Game Development, and Entertainment Design programs. Successful candidates should be able to teach courses in 2D Design and Color Theory, Sketching, Figure Drawing, Figure Sculpture, 2D Animation, Storyboard, and Traditional and Digital Illustration. We are also looking for Game Developers, 3D Animators and Modelers, Riggers, and Compositors.

Minimum requirements include an MFA or Master's Degree with extensive industrial experience. Interested individuals are encouraged to send a one page summary of their resumes highlighting their education and their teaching and industrial experiences.

PART-TIME FACULTY OPENINGS IN GENERAL EDUCATION

Cogswell Polytechnical College needs instructors to teach courses in the General Education program. Successful candidates should be able to teach courses in Microeconomics, English Composition, History of the Modern World, Statistics, Pre-calculus and Trigonometry, Global Political Economics, US Government, Anatomy and Physiology.

Minimum requirements include a PhD or Master's Degree in appropriate field, and an active record of professional achievement. Preference given to the candidate who has teaching experience at an accredited college or university and is able to demonstrate a commitment to undergraduate interdisciplinary teaching.

PART-TIME FACULTY OPENINGS IN ENGINEERING

Cogswell Polytechnical College needs instructors who are able to teach courses in its software, computer, and digital art engineering programs. Successful candidates should be able to teach in one or more of the following areas: programming languages, data bases, operating systems, embedded systems, graphics, game engines, data and computer communication, and analog and digital electronics. Expertise in related areas will be considered. Minimum requirements include a PhD, degree or a Master Degree with extensive
industrial experience. Interested individuals are encouraged to send a one page summary of their resumes highlighting their education and their teaching and industrial experiences.

**Details:**
For details on these openings, see [www.cogswell.edu](http://www.cogswell.edu).

**Salary:**
Commensurate with experience

**Application Materials:**
Send application package to:
Portia Serame
Cogswell Polytechnical College
1175 Bordeaux Drive
Sunnyvale, CA 94089.

**Deadline:**
This is an active pool with no closing deadlines. Applicants wishing consideration should send their materials immediately.

**Start Dates:**
Summer 2011 classes begin May 23
Fall 2011 classes begin August 29

An Equal Opportunity/Affirmative Action Employer. Minority and women candidates are strongly encouraged to apply.

**Job Announcements at GDC**

38 Studios: Providence, RI (Concept Artist, Gameplay Engineer, Sr. Environment Artist, Technical Animator, Software Engineer-platform) [http://38studios.com/jobs](http://38studios.com/jobs)

Bally Technologies: Las Vegas, NV (Game Artists, Programmers) [http://ballytech.com/careers/](http://ballytech.com/careers/)


Crowdstar: Burlingame, CA (3D Character Modeler/Rigger, 3D Modeler/Texture Artist, UI Artist, Software Engineers mobile/flash/server side) [http://www.crowdstar.com/](http://www.crowdstar.com/)


Glu Mobile: San Francisco, CA (Game Designer, Game Programmer, Software Engineer, Sr. Procuder, Manager Customer Insights-strong SQL experience) [http://www.glu.com/jobs](http://www.glu.com/jobs)
IGT: Las Vegas, NV (Animation, 3D & 2D Art, Game Prototyping, Software Engineers, Internet Game Developer-Java, Flash Game Developer)  

Immerz: Encino, CA (animators, audio engineers, programmers, game designers for iPhone apps) resumes to **phil@transmersive.com**

Insomniac Games: Burbank, CA & Durham, NC (Sr. Designer, Audio Intern, Concept Artist, Sr. Gameplay Programmer, Sr. Character Artist)  

N space: Orlando, FL (Lead Software Engineer, Mid-level Software Engineer, Lead Game Designer, 3D Artist-generalist, Mid-level Environment Artist) **[http://www.n-space.com/Careers.html](http://www.n-space.com/Careers.html)**

Nexon: El Segundo, CA (Software Engineer-Social Games, Software Engineer-Game Platform) **[http://www.nexon.net/Careers/](http://www.nexon.net/Careers/)**

Riot Games: Culver City, CA (Art Director, Lead Artist, 2D Game Artist, Sr. Character Animator, VFX Artist, Associate Sound Designer, Sr. Game Designer)  

Roblox: San Mateo, CA (C++ Game Developers, Mac/iPad Developers)  

RockYou: Redwood City, CA (Sr. UX Artist, Mobile Software Engineer, Sr. Flash Game Developer, Server Software Engineer)  

Telltale Games: San Rafael, CA (Lighting Artist, Sr. Game Designer, Gameplay Programmer, Lead Character Modeler, Sr. UI Artist)  

Warner Brothers Games: Seattle, WA (Art Director, Software Engineer-Tools, FX Artist, Senior Concept Artist, Senior Animator) **[http://www.wbgamesjobs.com/](http://www.wbgamesjobs.com/**)

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**Alumni Notes**


Share Your News!