

# Alumni and Friends News



**Cogswell**

Polytechnical College

September 2010 Issue

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## UPCOMING EVENTS

*10 Years of Game  
Club*

Stay tuned for more info!

## 10 YEARS OF GAME CLUB!



Saturday, September 18, 6:00 pm, Den

*network \* eat \* learn*

Check us out!



**Job hunting?** View our [list](#) of company links.



## DON'T MISS THIS RARE OPPORTUNITY!

Join the 9 past Game Club presidents as they share their experiences, good and bad, of running the club and how it has helped them in the game industry.

This event is open to **ALL** students, alumni, faculty, staff and friends.

If you haven't already RSVP'd for this great chance to get together with former classmates, let us know now! We wouldn't want to run out of food! Send a quick email to Bonnie at [bphehelps@cogswell.edu](mailto:bphehelps@cogswell.edu) to let us know if you can make it!

10 Years of Game Club  
Saturday, September 18, 2010  
6:00 pm  
Dragon's Den at Cogswell

## Entrepreneurship Classes Begin



We are pleased to announce that the first class in Entrepreneurship & Innovation, Building Blocks of Entrepreneurship will be offered in two forms this Fall Semester: weekly beginning Friday, September 10<sup>th</sup> from 10:15-12:45 at Cogswell - and on-line starting Monday, September 13.

The Building Blocks of Entrepreneurship (ENT110) class covers the basics of starting a new company - from development of an idea through execution - and uses small groups to create a basic business plan. The class includes successful entrepreneurs sharing their stories, live and digitally, as well as small group exercises and company visits.

For more information, please contact [Trish Costello](#).

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## Announcing Game Audio Major at Cogswell!



Game Audio has arrived and students can enroll in this new educational opportunity now. The program has two tracks, Game Audio Production and Game Audio Programming.

The Production track is for students who wish to create audio assets such as music, sound effects or dialog to play within a game or other interactive experience. Students in this track take courses in music theory, soundtrack composition and digital orchestration, as well as studio recording and audio production for interactive media.

The Programming track is for students who wish to setup how audio assets will interact with the player in response to game play. Students in this track take courses in C programming, object-oriented programming and programming interactive content as well as audio production for interactive media.

All Game Audio students have the opportunity to work on multi-disciplinary teams in instructor-led projects to gain direct experience in applying game audio skills. These two tracks complement the existing Audio Production and Audio Engineering tracks of the Digital Audio Technology degree program.

For more information please contact Tim Duncan, Director of Digital Audio Technology at Cogswell Polytechnical College at [tduncan@cogswell.edu](mailto:tduncan@cogswell.edu).

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## Cogswell Partners with NeuroSky



Digital Arts Engineering student, Christian Lucas, spent the summer working in the Engineering, Simulation and

Animation Lab (ESAL) at Cogswell and successfully connected the NeuroSky headset to the Torque 3D game engine. Christian is set to complete his studies and earn his Bachelor of Science degree this summer.

[NeuroSky](#) is a worldwide leader in mass-market biosensor technology. Their ThinkGear technology allows the recording and processing of brainwaves that can power user-interface operations in games and medical devices. Industry partner Mattel used NeuroSky's technology to create *Mindflex* and *Uncle Milton's Force Trainer*. NeuroSky is based in San Jose.

[Torque](#) is the most licensed engine middleware in the games industry. The Torque community is now home to 150,000+ game developers and artists with additional licensees of more than 200 universities and schools for computer science and game design curricula.

For more information about ESAL, check out the new [promotional video](#).

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## Alumni Notes

**Chris Batterman (2008)** created the curriculum and set to teach the first Fire Science/Fire Academy course at Bonanza High School in Las Vegas. **Daniel Codella (2009)** has expanded his creative endeavors into the fashion world and is President and CEO of [Mindpilots](#), fitted t-shirts with modern designs for forward thinking people. **Nick Deis (2004)** works on manipulates still photos for the TV show Extra in LA. **Anton Delfino (2006)** is a Customer Support Advocate at Hulu. **Matt Gibilisco (2004)** Verizon Fios 1 news in New York as a Master Control Operator where he maintains the on-air broadcast of three separate large market channels. **Sam Greer (1998)** is a Senior Environment Artist at Free Range Games in Sausalito. **Greg Hilton (2006)** just graduated from Carnegie Mellon University with a Masters in Software Engineering. Congratulations! **Mary "Skinner" Hoerr (1992)** is a Technical Administrative Assistant at My iMedia Solutions and is a freelance web/database application developer in Wisconsin. **Sonielle Hymn (2002)** works at Sonoma Valley Adult School as an ESL Teacher. **Derek Jenson (1998)** is going solos and marketing his 3D Artist skills through [Freelance](#), the world's largest outsourcing marketplace. **Michael Jessup (2000)** is a Category Manager at Turtle Beach in New York. **Robert Konves (1999)** works for MRM Worldwide as an Associate Creative Director where he is part Art Director and part User Experience Planner. **David**

**Lee (1998)** is a Software Quality Assurance Engineer at Digital Delivery Network. **William Levi (2005)** is a Senior EMT at UCLA Medical Center. **Scott Machtmes (1988, 1990)** works at Brocade as the Manager of Infrastructure Services overseeing the Engineering Lab Services team. **Richard Martinez (1991)** left Hewlett-Packard and is now an Engineering Program Manager of Product Development at Cisco Systems. **Shebli Mikaili (2006)** graduated from Santa Clara Law School in 2010. His degree from Cogswell was in Software Engineering. **Alex Okita (1995)** is an Unreal Engineer at Float Hybrid Entertainment. **Richard Orr (1991)** works for Advanced Analogic Technologies in Santa Clara as a Product Engineering Director. **Alvin Pagkalinawan (1998)** does Desktop Support at VMware in Palo Alto. **Joe Peterson (1999)** is currently working on in-game cinematics at Blizzard Entertainment as a Senior Concept Artist. **David Rutan (2007)** just got married last month! Congratulations! **Steven Sorensen (1997)** is a Layout Artist at PDI/DreamWorks Animation. Back in January, he celebrated his 10 year anniversary with the company. Steven is currently doing layout work on ['MegaMind'](#) slated for a November release. He and his wife are also expecting their first child in February. **David Spalinski (2003)** is a Senior Level Designer at Epic Games in North Carolina. **Chris Sutherland (2005)** is now a Jr. Composer at Rhythm & Hues Studios. **Nick Tourte (2006)** can finally reveal that he's been working on Pictionary for the Wii using the [uDraw game tablet](#). He's been doing a whole lot of UI programming and game state machine flow. **Thu Vu (2001)** does Design & Product Development at Restoration Hardware in Santa Clara. **Jason K. Werner (1996)** is a Manager/Service Engineering, YST at Yahoo!

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