



Careers in the Gaming Industry

Working at Global Companies

A panel for students to ask employers from global companies Blizzard, Zynga, and DICE LA about the gaming industry, the skills needed to pursue a career in games, opportunities for engineers in the field, and the best practices when searching for internships and jobs.

Seeley G. Mudd (SGM) 101
Thursday April 13th 2017
5:30PM - 7:00PM

hosted by

The School of Cinematic Arts
Viterbi Student Engagement
Career Connections

supported by

Makers of Entertaining Games Association
The Association of Computing Machinery
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