

ITP380: Video Game Programming Presents...

GAME PROGRAMMING ALUMNI PANEL

4/19/2022
6-8PM
on Zoom

Join our panelists as they give micro talks about their work in the industry, followed by a moderated Q&A.

All USC students are welcome!

Zoom URL: <https://bit.ly/3lScDXc>

Questions? E-mail: madhav@usc.edu



BROOKE HUBERT

Lead Tools Programmer, Epic Games
Class of 2013



ZACH METCALF

Senior Software Engineer, Riot Games
Class of 2015



CYNTHIA ZHANG

Software Engineer II, Ripple Effect/EA
Class of 2018

