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/3IScDXc

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