



## **BIGGER PROBLEMS: RESPONSIBILITY AND TECH LEADERSHIP**

### ***Sebastian Hanlon***

**[lead knight-enchanter, dragon age gameplay,  
Bioware Edmonton, U of L Alumnus]**

Sebastian will talk about his experience working in game development, from junior programmer to lead combat designer. In his words, "moving from technical problem solving to the bigger challenges of vision setting and communication is harder than it looks from the outside".

Wednesday – December 4, 2013

12:00 to 12:50 p.m.

C630

**OPEN TO ALL INTERESTED PARTIES!**