DEPARTMENT OF MATH AND COMPUTER SCIENCE

Speaker: Sebastian Hanlon
BioWare Corp.

Monday, October 23rd
W731, 12:00-12:50 p.m.

Hands On, Head First: Pragmatic Software Development in Academia and Industry

Abstract:
This talk is designed to share some of the experiences and techniques I've picked up working as a programmer in academia and as a game programmer at BioWare Corp. As the title suggests, pragmatism often takes precedence over formal doctrine in real-world scenarios; these two environments have more in common than you might suspect. The talk will touch on requirements gathering, team collaboration, codebase management, and testing.