COLLOQUIUM SPEAKER SERIES

Mathematics and Computer Sciences

Tuesday April 06, 2010

1:40-2:55 in room C620

Sebastian Hanlon

Gameplay Programmer
BioWare, a division of EA

BSc 2004 and MSc 2006
in Computer Science
from U. of Lethbridge

There Is No Done, Only Convergence:
Agile Development In Practice

Video game development is challenging under any methodology: the marketplace moves fast, and responding to changes is critical. Is there a risk of being "too agile" and getting caught in an endless cycle of changes? Sebastian Hanlon shares lessons learned at a AAA game studio.

Sebastian has been a gameplay engineer at BioWare Edmonton (part of Electronic Arts) since 2006. He has worked on a number of AAA game development projects including the critically acclaimed and award-winning "Dragon Age: Origins" and "Mass Effect 2". His interests include bringing visceral action gameplay to engaging story-driven games, and tools that unlock rapid iteration and multidisciplinary collaboration.

Coffee and cookies will be served.
Everyone is welcome!