

Lorin Petersen

=====

Lorin is a 5th year Game Design and Development Student of the Interactive Games and Media department (<http://igm.rit.edu>) at Rochester Institute of Technology (<http://rit.edu>). Over the course of Lorin's academic career, she has written games using XNA, built interactive multi-touch interfaces using the Kinect, and presented her work at the Strong Museum of Play. When she isn't crafting bits, she serves as a Student Ambassador for the Golisano College of Computing and Information Sciences, helping to plan college wide initiatives that strengthen ties between RIT students, Faculty, and Alumni.

Vincent Cardinale

=====

Vin is a 5th year Game Design and Development Student of the Interactive Games and Media department at Rochester Institute of Technology (<http://rit.edu>). During his work-study with SPX Rochester, a Fortune 500 Company, Vin integrated his modified product configuration architecture into the existing eSales platform, while closing a sundry of bugs. During his coursework, Vin has contributed to a number of 2D and 3D games using XNA, Visual Studio, Flash, ActionScript, C#, HTML5, and JavaScript.

Remy DeCausemaker

=====

Remy is a Graduate Student of the RIT Professional Studies Program, concentrating in Public Policy and Communications and Media Technology.

Inside and outside of the classroom he helps mentor and guide the students and faculty of RIT's Humanitarian Free/Open source Software Development course. He also serves the board of CIVX.us, who's mission is to improve access, openness, and transparency of public information. With help from Sugarlabs, TeachingOpenSource.org, The Software Freedom Law Center, The Fedora Project, and many others, Remy brings The Open Source Way to campuses, conferences, and campaigns everywhere he can. He prefers the Python programming language, and uses HTML5, JavaScript, and jQuery for web development whenever he can. He even writes his notes and papers for his courses in HTML!