WACM Explains...
Life in the Commercial Video Game Industry

Wednesday, March 6th, 5:30 PM
1221 CS

Are you considering a **career in video game design**? Come meet **Allison Salmon**, a **senior software engineer** and veteran of the **commercial game industry**. During her years with **Raven Software** and **Activision** she shipped seven triple-A titles, including **Quake 4**, **Marvel Ultimate Alliance**, and **Call of Duty: Black Ops**. Allison is now applying her skills to help redefine how video games are used in research and education with her work at the **Games, Learning and Society** group at the University of Wisconsin - Madison.

WACM Explains... is a series of events hosted by WACM, the Women in CS. *WACM Explains...* is open to anyone, and the goal is to be of interest to all students.

Also, we will have Oreos. =)

Contact: lena@cs.wisc.edu