

TECHNICAL MEETUP REVIEW

SPEAKER: Jonathan Blow

MEETING LINK: <https://www.youtube.com/watch?v=k56wra39lwA>

MEETING TITLE: CSUA GM#2, Jonathan Blow on software quality

TIME & LOCATION: March 2, 2016 at 08:00 PM in Wozniak Lounge - Berkeley, CA

ABOUT THE SPEAKER:

Jonathan Blow is an American video game programmer and designer. He studied at University of California, Berkeley. He is well known for his game BRAID, which is a time manipulation puzzle platformer game and it won the Independent Games Festival Game Design Award at the 2006 Game Developers Conference.

SUMMARY OF THE MEETING AND MY OPINION:

He spoke about how much computers have evolved from the time they were still new to the world and how fast and responsive they're today. He showed statistics of no. of employees at a couple of companies and explained that despite the high no. of employees they have, their software still looked terrible. He mentions that adding abstraction to code actually makes it more complicated than simpler. Based on his comments, it looks like he dislikes adding comments to code since he believes that it actually slows down the overall responsiveness of the program. He says that web development is not that hard compared to video game development and that game development is intense. He adds to that by saying more people should choose gaming industry over web development. I mostly agree with him, since his statements sound valid enough to me.

