Meet the makers of your favorite video games!



FRIUAY AUGUST 5 2 PM - 5 PM

You'll learn:

- What it takes to score a career in video game design!
- The classes and training you need to be a good candidate.
- What other traits hiring managers look for in this field!

SO YOU WANT TO BE A NERD?

An opportunity to meet and learn from representatives at top video game companies

Friday, August 5, 2011 Presentation start time: 2 p.m.

Coastline Community College Garden Grove Center 12901 Euclid Street Garden Grove, CA 92840

OE Hiring Manager, Jim Rivers, and F9 Manager of Global Staffing, Dino McGraw, will be at this Coastline event to explain the many different job-functions found at major video game firms including programmer, artist, designer, animator, and producer.

They will explain the education and training candidates need to be considered for one of these positions!

This event is open to the public. **Free admission and parking.** An RSVP is not required, but those who RSVP will receive a free Coastline goodie bag. Call (714) 241-6370 or e-mail iaguirre@coastline.edu to RSVP your attendance.

Obsidian Entertainment (OE)—based in Irvine—was founded in 2003 and is one of the world's leading producers of role-playing games. They've developed many popular games including Star Wars: Knights of the Old Republic II (Xbox, PC), Alpha Protocol (PC, Xbox 360, PlayStation 3), Fallout: New Vegas (Windows, Xbox 360, PlayStation 3), and Dungeon Siege III (Windows, Xbox 360, PlayStation 3).

Foundation 9 Entertainment (F9) is the largest independent developer of video games in the world with a collection of seven studios spanning North America, Europe and India. F9 can develop on any platform at anytime from AAA console and PC to iPad and social/mobile platforms, as well as XBLA and PSN, making it one of the industry's top "bleeding edge" companies. Recent games of notice have been Front Mission Evolved (XBOX 360 and PS3), Green Lantern (XBOX and PS3), Rockband 3 with Harmonix for the Nintento Wii, and Deadliest Warrior XBLA.

