



The School of Electrical and Computer Engineering presents...

## Game Development: Myths, Misconceptions and Real World Skills



a lecture by  
Matthew Booty, CEO Midway Games  
March 27, 2009  
1:30 p.m. - 2:20 p.m.  
MSEE B012



Matthew Booty has served as CEO and president of Midway Games since March 2008. Prior to joining Midway, he served as senior vice president of Worldwide Studios since June 2004. His first project as team leader and game designer was with the arcade game Hyperdrive in 1996, followed in 1998 with the coin-operated racing game CART Fury, which was then released for the Sony Playstation2. Booty received a BSCEE in 1988 and an MFA in 1992, both from Purdue University.

Software development for frontline console video games has become a wide-ranging and diverse field with many areas of specialization and requirements for unique skillsets. Programmers looking to enter the field of console video game development often have misconceptions of what skills are needed and how large programming teams operate. Designed with the C/C++ programmer in mind, this presentation will provide an overview of the current state of the video game industry, outline specific skills needed for console game programming, and offer tips on breaking into the industry.

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