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Other - LSU Video Game Symposium

The Role of Programmers in Modern Game Development**Edward Kilham, Electronic Arts Vancouver**Digital Media Center Theatre
April 21, 2016 - 10:30 am**Abstract:**

Edward will discuss in broad strokes the types of programmers involved in developing modern games. He will cover prerequisite hard and soft skills, domains of expertise and languages used on large scale projects. He will also discuss trends in gaming as a basis for predicting the types of languages and skills that may be best suited for game development in the next 3-4 years.

Speaker's Bio:

Edward Kilham has been working in the game industry for over 25 years and has been involved in a wide variety of game development from Apple II to modern games consoles.

In recent years, Edward has been involved in a variety of large scale game projects involving hundreds of people working collaboratively all over the world.

Edward is currently a Senior Technical Director at Electronic Arts Vancouver working on FIFA.

