The next and future Frogger

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Game on: Stony Brook University’s Department of Computer Science is hosting its 10th annual Game Programming Competition this weekend, wherein teams of code-crunching students present and play original video game creations before a panel of veteran programmers.

There are no prizes, beyond bragging rights and a well-greased fast track toward professional programming gigs, but games displayed for the judges and audience members will cover a galaxy of genres and platforms, including Windows, Android and Apple’s iOS.

Judging each joystick jigger are 12 Stony Brook grads working at game-development companies such as Activision, Rockstar and EduWare. Among them are Louis Ahola, a co-winner of the 2011 competition currently working on the “Skylanders” series for Activision, and Sean Breslin, whose “Sludge Crawler” entry won the very first Stony Brook Game Programming Competition in 2004. Breslin now develops artificial intelligence algorithms for Cryptic Studios’ “Star Trek Online” game.

Judge No. 3: Ferose Babu, a Zynga programmer whose “Draw Something” app scored 50 million downloads in its first 50 days.