



Chat with Joshua Barczak

Want the inside scoop about what it's like to work in the video game industry? Come chat with UMBC alumnus Joshua Barczak, a Senior Graphics Engineer at Firaxis Games who helped develop *Sid Meier's Civilization V* video game.

Wednesday, April 25th
ITE 325B
3:00–3:50 p.m.

Free and open to all UMBC students.

UMBC alumnus Joshua Barczak is a Senior Graphics Engineer at the Maryland-based game development studio Firaxis Games, where he helped develop *Sid Meier's Civilization V* video game. In 2003, Joshua graduated from UMBC with a B.S. in Computer Science. He then studied computer graphics and carried out research under professors Dr. Marie desJardins and Dr. Marc Olano before graduating with his Master's degree in Computer Science in 2006.

