Epic Games Presentation

Thursday, March 29, 2012 | 5:00 pm | 1202 Martin Hall

Light refreshments will be served.

Abstract: Former ME student Tim Sweeney, founder and CEO of Epic Games, who was recently inducted into the Academy of Interactive Arts & Sciences (AIAS) Hall of Fame, will give a presentation on gaming technology innovations.

Bio: Tim Sweeney, a native of Potomac, MD, is responsible for a number of important gaming innovations, including the well-known Unreal game engine, the critically acclaimed series Gears of War, and the landmark text-based game ZZT.

In 1991, while a student at Maryland, Sweeney founded Epic - then known as Potomac Computer Systems - in Rockville, MD. In an interview with gaming website Gamasutra, Sweeney commented on his undergraduate education at Maryland: “...the math courses were immensely useful. There are some things you just don’t know you need to know until you know them.”

For more information: Cornelia Kennedy (ckennedy@umd.edu)

www.enme.umd.edu/seminars