



Michael Wilde

Lead Game Faculty, Long Beach

Michael Wilde is an Assistant Professor of Digital Media Arts at Long Beach City College. He has worked as a game designer and developer since the days before Unreal, Unity, or even Flash.

He has a BS in Computer Science and Software Engineering from Evergreen, and MFA in Sculpture and New Media from CSU Long Beach, and is finishing an MS in Human Computer Interaction from Bauhaus University. At some point in your life you probably played a web game he worked on.

**SATURDAY
MAY 4**

1:00 PM

PROFESSIONAL TRACK

Game Development Curriculum Design & Process

