9.3.14
Academic Advising.....

Did you enter RIT this fall semester?
All students who entered into RIT this year are required to attend a meeting with their advisor during fall semester. In this meeting we will discuss future course enrollment and other IGM resources. To schedule this meeting you must stop by or call the IGM office at 585-475-7453. It is imperative that you attend as there is a hold on your account that will prevent for you from enrolling in spring semester classes. This hold can only be removed by attending this meeting with your academic advisor. Please e-mail your advisor if you have any questions.

Fall Semester Walk-in Advising Hours: Monday – Thursday from 1pm – 3pm and Fridays from 10am – 12pm in the IGM Office (Golisano 2145). **Please note: our priority the first week is to help students who need immediate assistance regarding their fall semester schedules. Kathleen, Amanda, and Betty can and will see all students for walk-in advising, even if the student is not assigned to them.

IGM Advising Appointments: Students may also schedule an appointment with an advisor. To schedule, students should call the office at 585-475-7453 or stop in the main office during regular business hours. Undergraduate students are assigned an academic based on their academic program, last name, and entry year.

Game Design & Development:
Last names A-K and all Honors Students: Amanda Scheerbaum (absrla@rit.edu)
Last names L-Z: Kathleen Schreier (kmsrla@rit.edu)

New Media Interactive Development:
All NMID students who entered in 2013 and beyond: Betty Hillman (echics@rit.edu)
Students who entered in Fall 2012 and prior, last names A-K and Honors students: Amanda Scheerbaum (absrla@rit.edu)
Students who entered in Fall 2012 and prior, last names L-Z: Kathleen Schreier (kmsrla@rit.edu)

Opportunities.....

Looking for a job? Skilled in C#? Like to help others? Be a TA! Professor Warren is looking for a TA for her IGME 105-04 course (Wednesday/Friday 2:30pm - 3:50pm). For more information and to apply please contact Professor Warren at axgvks@rit.edu

RIT Women in Computing.....
Upcoming WIC outings:
Visit Letchworth State Park – Outdoor fun! Come explore the “Grand Canyon of the East”
When: Saturday September 6th
Where: Meet in GCCIS Atrium to sort out rides
Time: 1:00 pm
RSVP: http://bit.ly/XmQ72E

Weekly WiC Meetings – Come get involved and make a difference!
When: Monday’s starting September 8th
Where: GOL-1445
Time: 2-3 pm
Can’t make the meeting? Minutes will be emailed weekly.
Free Ice Cream for our first meeting!

Upcoming events for September:
Microsoft Visit – Meet the University Recruiter! Learn how to prepare for a Technical Interview!
Blackbaud Visit – Tech Talk
Affinity Reception – Exclusive invitation for WiC to meet employers before the Career Fair
Constant Contact – Meet the University Recruiter! “What to do after you receive the offer”

Upcoming events for October:
Two Sigma Investments – Information Session and meet who sponsored WiC students to go to the Grace Hopper Conference!
Apple Picking at Whittier Fruit Farm and Carmel Apple Making in Lana’s Kitchen
Pumpkin Picking and Decorating - Stoke Farms
Grace Hopper Conference Round Table – Find out more from the WiC students who attended!

RIT Mock Interview Day sponsored by Office of Career Services and Cooperative Education
Sharpen your interviewing skills by practicing one-on-one with a company representative from one of our local employers!

*Interviews are scheduled on a first-come, first-served basis and there is limited availability.* You must have a current resume in your Job Zone account to sign up for a time slot. The resume you sign up with is the resume that the interviewer will receive. The deadline to sign up is Wednesday, September 24, 2014.

Steps to register for your mock interview:

1) Log into your Job Zone home page via [www.rit.edu/careerservices](http://www.rit.edu/careerservices) and log in as a student.
2) Click on the tab marked ‘interviews’.

3) Type ‘mock interview’ into the search tab next to the ‘My Account’ area and hit ‘enter’. There is a small magnifying glass there, which is the search tab/box.

4) Select ‘FULLTIME/CO-OP Mock’ from the list of results. **You may have to scroll through the search results to locate this item.**

5) Submit your resume and select the timeslot you are available for the mock interview.

- You will participate in a 20 minute “mock” interview, followed by a 10-minute critique from your interviewer.
- You are limited to one time slot.

**If you would like an interpreter, it is your responsibility to request one.** Go to [https://myaccess.rit.edu/2/](https://myaccess.rit.edu/2/) and type in your user name and DCE password. Click on "Other Requests" and complete the form.

**QUESTIONS?** Call (585) 475-2301.

**A.V. (avthegame.com)** is a stealth puzzle music game that started as an IGM graduate capstone project last year. Currently, the team is seeking an additional AI programmer to improve enemy behaviors in the game as well as some other general programming work on the game. The project is in Unity using C#, so C# experience is a must; However, we can show you around some of the Unity systems if you are unfamiliar. We are targeting about 10-15 hours per week from now until mid October but are flexible about when you work these hours. Compensation for your work is negotiable and several options are available. We require someone dedicated to their projects to the end, and we require help ASAP! Please contact admin@avthegame.com or ppj4700@rit.edu for more information.

**Friday nights at IGM!**
Watch for more information on these upcoming events during September.....European Board Game Night, Build a Board Game Night and Drones Night.

**Fulltime - Game Developer**
American Girl
POSITION TYPE Full Time
DESCRIPTION
American Girl, a wholly owned subsidiary of Mattel, headquartered in Middleton, Wisconsin, has an opening within our Digital Content Department for a Game Developer. We employ creative and energetic individuals who DARE to be innovative, and THRIVE in a friendly and fast-paced environment. American Girl is committed to developing employees and supporting their career goals, helping them GROW with a host of meaningful experiences and learning opportunities.

Mattel has been named "100 Best Companies to Work For" six years in a row. By promoting a culture of BALANCE that emphasizes working passionately and taking time to play often, we are proud of how our employees LEAD by example in all that they do!

We are recruiting for a talented Game Developer to join the digital content team to create browser-based games for their Play @ American Girl website (www.americangirl.com/play). This position will work with producers, copy writers, and artists to bring American Girl’s beloved brands and characters to life in an exciting way. The game developer is responsible for creating proof of concepts, coding interactive experiences, implementing visual and verbal creative. The right candidate will be able to hit the ground running in Flash Professional using ActionScript 3, and also in HTML5 using JavaScript, to create fun and engaging gaming experiences.

If you use a tool other than Flash Professional to create SWF-based browser games, we are open to conversation about what tools you develop with.

Requirements:
- Associates or Bachelor’s degree in Web Design, Development or a related discipline
- Proficient with Javascript, Flash/Actionscript, JQuery, XML, CSS, HTML5
- Familiar with Photoshop and Illustrator
- Preferred knowledge of Unity, Objective C, C++, PHP, .NET development
- Clear understanding of game play types and mechanisms

Please apply online at www.americangirl.com
Please provide links to example games you have created or a website that contains portfolio samples

Connect with us on Facebook at American Girl Careers!
Affirmative Action Employer
Middleton, Wisconsin

SALARY RANGE
Commensurate with experience

HOW TO APPLY
Please apply online at www.americangirl.com
Please provide links to example games you have created or a website that contains portfolio samples

**For more opportunities please visit RIT Career Services**

**Social Media**
Please remember to stay in touch with the latest and greatest School news
· Facebook: School of Interactive Games and Media
· Twitter: @IGM_RIT
· Foursquare: School of Interactive Games and Media
· There are also 2 student created and moderated discussion groups: Game Design and Development and New Media Interactive Development on Facebook
· IGM Student Wiki: https://wiki.rit.edu/display/IGMguide/Home

**Key Players in IGM**
Jessica Bayliss – Graduate Coordinator
Jill Bray – Administrative Assistant to the Director
Tona Henderson – Director
Betty Hillman – Sr. Academic Advisor
Ed Huyer – Lab Manager
Beth Livecchi – Operations Manager
Amanda Scheerbaum – Sr. Academic Advisor
Kathleen Schreier – Sr. Academic Advisor
David Schwartz – Undergraduate Coordinator
Ann Warren – Lab Manager
Chad Weeden – Assistant Director
Shameelah Wilson – Sr. Staff Assistant

**Feedback Welcomed**
Your constructive feedback is always welcomed! Please feel free to respond to this email with any questions or concerns.