

Foreword



So, you want to be a game programmer? But how do you get that first gig?

First, you will need a concise and relevant resume listing, along with education and experience, any (repeat any) and all computer skills that are not from the Land That Time Forgot. Next, code samples are an absolute must; approximately three pages of very clean, well-commented code. Finally, you'll need a game demo. Game companies want to know that not only can you cut code, but that you have a passion for games. So dedicated are you to the making of games, that you would program your own game just out of sheer love for the

industry. It doesn't matter if the game is a pixelated mess; just show that you made the effort and you have the passion. This goes a long way. Ask around. You'll find that most folks in this biz are not here for the money.

It is essential that you know the right tools for the job, but even more important that you learn those tools by doing a real-world application. To get a programming job in this burgeoning industry, you'll need to know the most common programming tools utilized by the industry. Enter DirectX. Enter *Learn Computer Game Programming with DirectX 7.0* by Dr. Ian Parberry.

There are plenty of programming courses out there, but rare is the one that actually prepares budding software engineers for what it takes to land a job in the gaming industry. Dr. Parberry's smart and innovative program at the University of North Texas is that rare course. Wisely teaming computer science students with computer graphic art students to create a real game demo, Dr. Parberry's unique program provides the skills necessary for a future job.

Now, Dr. Parberry brings his teaching style and expertise out of the classroom and directly to you. If you are serious about doing all that you can to gain entrance into the wonderful world of game programming, then Ian Parberry's *Learn Computer Game Programming with DirectX 7.0* is a must read.

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