Game Design Student Realizes His Goal

Even at age 10, Zachary Fand knew he wanted to be a software engineer for games. Now, the Northeastern senior with a combined major in computer science and game design is achieving his goal. After two co-ops with the social game company Zynga, he has been offered a full-time position after graduation.

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Offering New Insights into Games

Through her teaching and research, Assistant Professor Gillian Smith is increasing understanding of interactive games among computer science students and industry professionals alike. "I want to broaden the horizons of students," says Smith, who holds a joint appointment in Northeastern University's College of Computer and Information Science (CCIS) and College of Arts, Media & Design.

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From College Crew to Company Co-Founders

Though they graduated four years apart, Mark Logan (top) and Ian Langworth (bottom) have followed similar paths ever since college. Now they're on a path together, as co-founders of a Silicon Valley start-up developing the technology to turn any browser into a game console. They first met through Crew, the student systems group at the College of Computer and Information Science (CCIS). Logan was running the organization, and Langworth was the new member who eventually succeeded him in the leadership role.

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