Cogswell Hosts Young Entrepreneur's Workshop
November 20

Cogswell College is set to announce the details of its first Entrepreneurship Launch Competition at its upcoming Entrepreneur's Workshop on Saturday, November 20. The College invites high school seniors to participate in this unique competition. The Entrepreneurship Launch Competition is the first of its kind in the country. Up to four members of the winning team will be offered full-tuition scholarships to Cogswell College.

The November 20 Entrepreneurs Workshop, from 11:00-3:00, showcases Cogswell's entrepreneurship program. Participants will take part in market simulations, a product design exercise and a digital scavenger hunt. A panel of successful entrepreneurs will share their experiences as they embarked on their own first start-up enterprises. All high school and community college students are invited to attend the workshop. Parents are also welcome. Lunch is provided to attendees as well as a chance to win prizes in our on-site raffle.

"At Cogswell, we are looking for students who truly desire to innovate and create their own opportunities. There's no better way to recognize and reward these young entrepreneurs than to provide them access to a top entrepreneurship education and growth resources in Silicon Valley," said Trish Costello, Cogswell Vice-President and Dean of Entrepreneurship Programs.
Cogswell Hosting 2011 Silicon Valley Global Game Jam

The 2011 Global Game Jam - slated from January 28 to 30, 2011 - brings together thousands of game jam enthusiasts from all over the world. Each year the number of participating countries grows as does the number of sites available to participants. The College is pleased to once again be one of the Bay Area hosts for this exciting event. The Global Game Jam begins at 5:00 p.m. on Friday and ends at 3:00 p.m. on Sunday.

During last year's highly successful event, more than 4300 people took part in 39 different countries and produced about 900 games. Cogswell attracted one of the largest groups in the US with 50 enthusiastic jammers. The teams at Cogswell hold the honor of producing the most playable games - 13 - of all the US sites. Cogswell teams were a great mix of student talent and industry professionals.

Game Jams foster innovation and experimentation - it's all about making games and in the GGJ you're part of a global experiment in creativity. A game jam is not for the faint of heart though. Expect two days of hard work, experimentation, little sleep, new friends, great ideas, laughs, technical issues and the time of your life.

What could be better than the chance to challenge your creativity and technical expertise in a collaborative marathon? Not much if you love to make games!

Learn more about the event and reserve your space now.

Space limitation:
60 participants, so make sure to register early.
Students Referred by Alumni Eligible for Scholarships

Do you know someone who is interested in continuing their education at an innovative, cutting edge college? Someone who would like to enter the exciting digital media industry as an artist, animator, audio engineer, software engineer, computer engineer or entrepreneur? Then refer these prospective students to Cogswell and give them a chance to qualify for an outstanding scholarship award!

We have created a special Alumni Legacy Scholarship. Once the referred student has enrolled he/she will be eligible to receive $2,000 a year towards earning a Cogswell degree.

Simply fill out the online form and one of our Admissions Counselors will contact them.

Award Guidelines

· Student must be referred by a Cogswell Polytechnical College Alumni

· Student must submit a written recommendation from the referring Cogswell Polytechnical College Alumni along with the Application

· The $2000 annual scholarship will be awarded in increments of $1000 per semester

· This scholarship is for the entire length of the student's degree program, so long as the student maintains continuous enrollment

· Scholarship recipients must be enrolled full-time each term

· Students must maintain a minimum of 2.50 GPA each semester

Not only will you be helping your alma mater - but you will open a world of new opportunities to the student you refer. Thank you for passing on your pride in Cogswell to the next generation of students!
Founders' Day 2011

Cogswell College and its illustrious alumni will celebrate 124 years of excellence in education on **March 19, 2011**. Put this date on your calendar now!

The annual event takes place on the Campus in Sunnyvale where faculty, staff and students will showcase the outstanding work of our students and share the latest news. Make a date now to catch up with old friends during a wonderful afternoon of good food and great conversation.

Invitations will be mailed or emailed by the middle of January. We look forward to seeing you!

**Top Entrepreneur, Doug Mellinger, Speaks at Cogswell**

Doug Mellinger began his entrepreneurial career at age 13 when he started a lawn mowing service. Never one to think small, his business quickly grew to encompass a small army of neighborhood youngsters as employees. A few years later he purchased a broken soda machine, fixed it, installed it at a local swimming club and found himself in the concessions business.

Mellinger describes an entrepreneur as someone who will do anything they have to do to keep from getting a real job.
Carrie VanEtten Features in Canton Illinois Newspaper

Cogswell Alumna, Carrie VanEtten (1998) was interviewed by her hometown newspaper, The Canton Daily Ledger, about her work at PDI/DreamWorks. Carrie was a Paint Fix Artist on the just released film, Megamind.


Read the article [here](#).

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**JOB SECTION**

Rhythm & Hues

Position: Pipeline Programmer

Department: Pipeline

Position Summary:

Work with the Pipeline group to architect and develop production tools and supporting modules in a Perl scripting language environment.

Projects include studio-wide and production-specific tool development, as well as continued development of the core pipeline support modules and sub-systems. This position reports to the Pipeline Programming Lead and the Department Manager.

Required Skills:

* BS or MS in Computer Science or equivalent
* Solid understanding of software design methodologies
* Object-oriented software design experience
* Strong scripting language experience (eg. Perl, Python)
* Excellent verbal, written and interpersonal skills
* Excellent documentation skills
* Excellent UNIX skills
* Knowledge of relational database design and implementation

Desired Skills:

* 2+ years experience in software development
* Familiarity with computer graphics application software (eg. Maya, Houdini, Shake, etc)
* Computer animation and/or visual effects industry experience
* Web development experience

Submission Requirements:

Please mail or email a resume & cover letter to:

Rhythm & Hues Studios
Recruiting Department
re: Pipeline Programmer position
2100 East Grand Ave, Bldg A
El Segundo, CA 90245

recruitment@rhythm.com <mailto:recruitment@rhythm.com>

re: Pipeline Programmer Position

http://www.rhythm.com/inside-rh/opportunities/jobs/pipeline-programmer/

**NVIDIA**

NVIDIA is looking for a Technical Demo Coordinator to identify and nurture great demos that show off its hardware and inspire potential partners and customers, as well as drive and manage the Customer Demo Center.

If you know anyone who:

- Likes finding and running the coolest, most impressive games and applications (consumer and professional)
- Gets excited about building and tuning PCs with the latest hardware
- Is jazzed about going to technology industry and gaming events

Then please encourage them to apply to be part of the NVIDIA team in Santa Clara as our Technical Demo Coordinator.

Job info is posted on nvidia.com at:

Palo Alto Art Center

Art & Technology Lab Facilitator

About the Palo Alto Art Center

The Palo Alto Art Center provides an accessible and welcoming place where the community engages with art. The Center’s mission is to foster creative process and thought by forging a greater appreciation and understanding of the visual arts through exhibitions, studio experiences, and related educational programs. The Art Center believes that this is best achieved by connecting the experience of viewing art with a direct involvement in making art. The Art Center serves approximately 70,000 people every year through a diverse range of programs.

Art & Technology Lab Facilitator

The Art and Technology lab facilitator's primary role is to support the Art Center’s Children’s Fine Art Program (CFA). CFA offers afterschool and summer art classes to children ages 18 months to 18 years. The Art Center maintains a computer lab with 12 PC’s, which are used for class offerings such as digital photography and video, flash animation, and stop motion animation.

Responsibilities include:

- Commitment averages to 5 hours a week, but schedule is variable depending on class schedule and lab needs
- Maintaining all of the equipment in the Art & Technology lab (computers, printers, scanners, digital video equipment)
- Troubleshooting any problems relating to equipment
- Communicating with CFA staff regarding lab equipment needs
- Assisting CFA instructors on proper use of equipment; ensuring equipment is set up in preparation for specific classes

Skills/Qualifications:

- In depth knowledge and comfort in working with both PCs and Macs
- Ability to troubleshoot software and hardware problems
- Knowledge and experience working with Audio Visual equipment
- Experience in handling server issues and maintenance
- Ability to set up computer and printer networking systems
- Ability to communicate clearly and effectively
- Flexible schedule

To Apply:

Please send cover letter and resume to Ariel Berson at ariel.berson@cityofpaloalto.org.

Deadline: November 15

Work Hours and Schedule:

This is a part-time contractor position; 5 hours a week; hours will vary.

Compensation: $25 hour
Alumni Notes


Share Your News!