The UC San Diego Libraries
invite you to a talk by
Michel Kripalani ‘89

Please join us for a conversation about developing video games and iPhone Apps... 

Tuesday, May 5, 2009
5:00 PM – 6:00 PM
S&E Library, Special Events Room
Geisel Library Building
UC San Diego

Limited Seating
Please RSVP to UCSDLibraries@ucsd.edu before May 3, 2009

Michel Kripalani ‘89 will host an informal conversation about the production of video games, where the market is headed and why he is so excited about the iPhone. He will share thoughts and insights garnered through 20 years of being involved with the interactive entertainment industry. From the early years at Presto Studios, through the corporate world at Autodesk and back to start-up mode, Michel has come full circle in his career. He is a well respected member of the videogame development community in San Diego, having started one of the first local, independent studios.

Michel founded Presto Studios with a few friends soon after graduating from UCSD. Presto Studios was best known for developing The Journeyman Project series of graphic adventure games. They also produced Myst 3 and many other hit products. In 2004, Michel joined Autodesk to become their Senior Industry Manager for Games. In this role he travelled the world meeting with developers finding ways to optimize their production pipeline. After 4.5 years of being with Autodesk, in January of 2009, Michel formed a new startup, Oceanhouse Media was created as an iPhone app development company with the goal of becoming a major player in this white hot market.