

## About the Author



**Daniel Sánchez-Crespo Dalmau** is a professor at Pompeu Fabra University in Barcelona, Spain where he co-organized and serves as the current director of Spain's first Master's Degree in Video Game Creation. He also founded Novarama, an independent game studio in Barcelona that focuses on creating innovative games for the PC/Xbox platform. As a columnist he has been a frequent contributor to *Byte Magazine Spain*, *Game Developer Magazine*, and the Gamasutra web site, publishing more than 40 articles. Send comments about the book to him at [dsanchez@novarama.com](mailto:dsanchez@novarama.com).

## About the Technical Reviewer

This reviewer contributed his considerable hands-on expertise to the entire development process for *Core Techniques and Algorithms in Game Programming*. As the book was being written, this dedicated professional reviewed all the material for technical content, organization, and flow. His feedback was critical to ensuring that *Core Techniques and Algorithms in Game Programming* fits our readers' needs for the highest-quality technical information.



**Wolfgang Engel** is a programmer and author, having written *Beginning Direct3D Game Programming* (Premier Press) and written and edited *Direct3D ShaderX: Vertex and Pixel Shader Programming Tips and Tricks* (Wordware Publishing). He has also published articles on game programming in German journals and a number of online tutorials on sites like [gamedev.net](http://gamedev.net). During his career in the game industry he has built two game development units from scratch that published online games for the biggest European television show, "Wetten das...?" and has served as either a member of the board or as CEO of several different companies. He is an advisor and a member of the faculty of the Academy of Game Entertainment Technology.