Best in Class 2015

INSTRUCTOR	COURSE		STUDENT
Mike Williams	GAM-31	Intro to 3D Modeling	Jessica Asuelime
	GAM-46	Environments and Vehicles	Brandon Fox
	GAM-49	Game Modeling and Texturing	John Harris
Gil Marquez	GAM-31	Intro to 3D Modeling	Isabel Ramos
	GAM-32	Designing Game Characters	Stephen Boileau
	GAM-33	Advanced Digital Sculpting	Brayden Wlassak
Colin Koestler	GAM-42	PhotoShop for Game Art	Jessica Asuelime
Taber Dunipace	GAM-34	Character Rigging	Brayden Wlassak
	GAM-41	Game Engine Asset Integration	Eduardo Talavera
Judy Perry	GAM-22	Game Design Principles	Steven Margolis
Mark Chapman	GAM-23	Digital Game Design	Aidan Lawrence
Tim Pryor	GAM-24	Video Game Prototyping	Evan Kuryllo
Marc Soriano	GAM-51	Game Mechanics and Simulation	Scott Etherton
James Finley	GAM-50	Intro to Game Programming	Phillip Gonzalez
	GAM-52 & 53	Game Engine Scripting I & II	Christopher Chance
Michael Martinez	MUC-9	Voice Acting	Aaron Eastwood
	MUC-3	Intro to Pro Tools	Eric Correa
Brady Kerr	MUC-3	Intro to Pro Tools	Dakota Halford
	MUC-4	Intermediate Pro Tools: 110	Aaron Eastwood
Taber Dunipace	GAM-44	Portfolio Production	Ethan Harrelson
Jessiah Ruiz	GAM-79	Game Studio	Casey Kelly