
Subject: Re: This place is dead
Posted by [Aircraftkiller](#) on Sat, 19 Feb 2011 20:40:59 GMT
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Falconxl wrote on Sat, 19 February 2011 04:51 Aircraftkiller wrote on Sat, 19 February 2011 02:37
I have no idea who that is.

My guess, he's someone who showed up between the time you left and now, although in all the years I've been lurking I never really bothered to get to know the new generation who moved in.

It's funny, I was thinking about you the other day and wondered where you might have ended up. What's up man? Us beta testers are a dying breed.

Crim! We talk on FB and shit, but it's still cool knowing you lurk around here.

Reborn: I thought it was obvious when I said that my old posts were immature and ridiculous. I tried making it clear that I'm not proud of them. Few things I said back then were worth the time I took to post. Not sure what else you want from me - I'm not particularly interested in confessing my sins to the church. Shit happens. I can't change the past. I can only deal with the present.

George: I forgot what name you went under in IRC but I do remember you - I do actually work on UDK at the moment. I just finished a rather large project that I've been doing (off and on) since 2009.

<http://vimeo.com/20049809>

I thought Vimeo would be better than YouTube. I was wrong. It destroyed my game trailer's framerate and made it choppy in places. If I get time I'll re-upload that somewhere else, so it's a consistent 30 FPS. And yes, I did make everything in that trailer... Except the music. You can thank The Forerunners for that. Those guys are amazing!

Renalpha: I'm not working - yet. I graduate in late March. Looking to work for EA Tiburon in Maitland outside of Orlando. They've been putting feelers out for the graduates in Tampa, and EA's a pretty slick deal now... Totally unlike what it used to be back in the EA_Spouse days. If you don't know what I mean:

http://en.wikipedia.org/wiki/EA_Spouse

I'd really suggest studying what makes you happy. I knew from the time I started mucking around with the Flight Sim 5 scenery designer that I wanted to create environments and make levels. I really enjoy bringing my ideas to life. You should definitely do what you'll enjoy... Working a shitty job because you didn't take a leap and try for what you wanted can end up making a lot of your life suck.
