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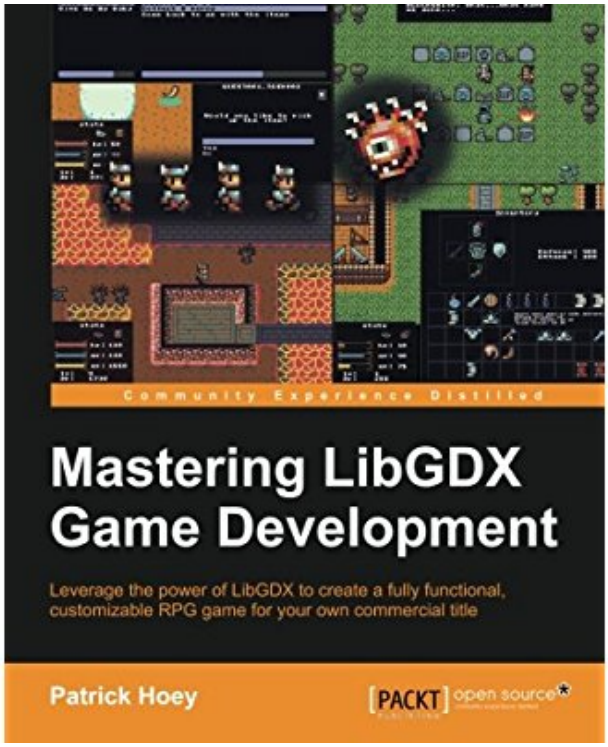

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Synopsis :

About the Author Patrick Hoey Patrick Hoey is a software engineer with over 15 years of professional experience, contributing to the success of organizations from Fortune 500 companies to startups. While working full time, he completed his master's degree in computer science and then went on to graduate from law school, passed the bar exam, and became a licensed attorney. He has also donated his services as a director at a non-profit company. Patrick started developing video games from the age of 12. The first video game that he created was a crude hangman game for the Atari 800 home computer written in Atari BASIC. He has developed demo programs throughout the years that demonstrate certain features or exercise certain APIs of interest at the time, such as OpenGL, DirectX, SDL, Allegro, Cocos2d-x, and recently LibGDX. For entrepreneurial endeavors, Patrick ported video games to mobile phone platforms. His latest adventure with LibGDX started in 2013, creating a game that he always wanted to play called CityPunk: A Hacker's Story. Patrick's research interests include game development, graphics programming, intellectual property case law, data visualization, microcontrollers for embedded devices, and machine learning. Patrick loves photography, hiking, traveling, and creating short films. Find out more about Patrick on his personal blog at http://www.patrickhoey.com. Read more Top mentioned books on stackoverflow.comwww.dev-books.comWe analysed more than 40 000 000 questions and answers on stackoverflow.com to bring you the top of most mentioned books (5720 in total) How we did it:

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