

1. Bellezza, Paul (Riot Games)
2. Brathwaite, Brenda (Loot Drop)
3. Brown, Eric (ImpactGames, Pittsburgh, PA)
4. Brown, Jim (Epic Games)
5. Buckland, Mat (Codeglue)
6. Conley, Jonathan (Sky Parlor Studios) - our former student
7. Cooke, Simon (Microsoft Advanced Technology Group)
8. Courtie, Andrea (Amazon Game Studios)
9. Cox, Julie (Insomniac Games)
10. Dill, Kevin (Lockheed Martin Advanced Simulation Center)
11. Dombecki, Katie (High Voltage Software)
12. Dowling, Forrest (Irrational Games)
13. Farrar, Ray (Greenfyre Games)
14. Faubert, Sumer (Blizzard Entertainment)
15. Franco, Claudia (Neversoft Entertainment)
16. Funge, John (knack.it, Palo Alto, CA)
17. Goraya, Ferheen (Disney Interactive Media Group)
18. Hansell, Gregory (ToonUps)
19. Huender, Cristy (Petroglyph Games)
20. Jenkins, Kevin (Jenkins Software)
21. Johnstone, Brian (Darkwind Media)
22. Jungbluth, Michael (ZeniMax Online Studios) - Edinboro alumnus
23. Kobeda Brown, Tracy (Evil Genius Designs, Pittsburgh, PA)
24. Kocher, Cat (Blizzard Entertainment)
25. Kubushyna, Oksana (Petroglyph Games)
26. Kuraica, John (Rocketeer Games Studio)
27. Lawson, David (Microsoft, xBox 360)
28. Long, Dennis (VDI)
29. McQueeney, Lindsey (Crystal Dynamics)
30. Praught, Norman (Netsuke Entertainment)
31. Rockwell, Kris (ImpactGames, Pittsburgh, PA)
32. Schwab, Brian (Blizzard Entertainment)
33. Schell, Jesse (Schell Games, Pittsburgh, PA)
34. Seifert, Coray (Slingo Inc.)
35. Shonkwiler, Grant (id Software)
36. Sunshine-Hill, Ben (Havok)
37. Umarov, Iskander (Irrational Games)
38. Whelpley, Suzanne (Activision)
39. Wilson, Alan (Tripwire Interactive)
40. Worch, Matthias (LucasArts)