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He is the cofounder and Executive Producer of GameDev.net, the leading online community for game developers. He is the co-author of OpenGL Game Programming, has contributed to several other game development books, and has spoken at industry conferences, including the Game Developers Conference.

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Beginning OpenGL Game Programming: Astle, Dave, Hawkins ...
He is the cofounder and Executive Producer of GameDev.net, the leading online community for game developers. He is the co-author of OpenGL Game Programming, has contributed to several other game development books, and has spoken at industry conferences, including the Game Developers Conference.

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He is the co-author of OpenGL Game Programming, has contributed to several other game development books, and has spoken at industry conferences, including the Game Developers Conference. When not absorbing radiation from his monitor, Dave enjoys music, reading, skating, collecting rhinos (not real ones; yet), and playing with his five kids.

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