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Opening Letter from the Editor

Welcome to the July edition of the IGDA Women in Game Development Special Interest Group's monthly newsletter!

This month's issue includes articles on the Women in Game Development Special Interest Group, Agile Development, Game Jam, Portfolio Tips, Play and the Politics of Computer Code, and more!

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Tips for Organizing Your Portfolio: Sierra Cox and Kim Gaffin, Part 1

Sierra Cox and Kim Gaffin are two talented artists who have worked in the game industry for several years. Sierra is a 3D artist who has worked on several titles for Electronic Arts, including Need for Speed Carbon and Need for Speed Undercover. Kim is a 2D artist who has worked on several titles for Electronic Arts, including Need for Speed Carbon and Need for Speed Undercover.

Read more

Q&A: Melissa Aziile, GameDev.net

by Kim Gaffin

Melissa Aziile is the Community Manager for GameDev.net. She is responsible for the site's forums, blogs, and other community features. She is also responsible for the site's social media presence. She is a graduate of the University of Texas at Austin, where she earned a degree in computer science. She is a member of the IGDA Women in Game Development Special Interest Group and the IGDA Women in Game Development Special Interest Group's steering committee. She is also a member of