



# Android Studio Game Development

Concepts and Design

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J. F. DiMarzio

Apress®

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J. F. DiMarzio

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*For Jennifer*

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# About the Author

**J. F. DiMarzio** is a seasoned Android developer and author. He began developing games in Basic on the TRS-80 Color Computer II in 1984. Since then, he has worked in the technology departments of companies such as the US Department of Defense and the Walt Disney Company. He has been developing on the Android platform since the beta release of version .03, and he has published two professional applications and one game on the Android Marketplace. DiMarzio is also an accomplished author. Over the last 15 years, he has released 12 books, including *Android: A Programmer's Guide*. His books have been translated into four languages and published worldwide. DiMarzio's writing style is easy to read and understand, which makes the information in the topics that he presents more retainable.

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# About the Technical Reviewer



**Michael Thomas** has worked in software development for more than 20 years as an individual contributor, team lead, program manager, and vice president of engineering. Michael has more than 10 years of experience working with mobile devices. His current focus is in the medical sector, using mobile devices to accelerate information transfer between patients and health care providers.



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