

Brian Goble



Developer Author, Game Engineer, Programmer,

Brian Goble worked as a Senior Software Engineer at Edmark and in 1994 was one of the co-founders of Monolith Productions. In 2002 he left Monolith and helped co-found HipSoft.

Brian graduated from the University of Washington in 1991.

Gamezebo Interview:

Brian Goble of HipSoft; What is the story behind the name HipSoft? We started by setting some guidelines for our

company name. We wanted it to be short, not necessarily tied to gaming, and most importantly, the .com domain name had

to be available (the trickiest part). One day I spent about an hour typing in name ideas and checking to see if the domain was available.

I was on a "soft" kick...trying just about anything that ended with "soft": topsoft, lopsoft, mopsoft, hopsoft, hipsoft...

and hipsoft.com was available and I really liked the way it sounded. My partners agreed and the rest was history...

except for the major "Hipsoft vs HipSoft"

debate over whether or not to capitalize the 'S' in the middle. Brian Goble

GOBLE'S PAGE: <http://www.micromanx.com/goble/monolith.html>