

# Game Builders Academy

## Press Release



Media Contact: Sally Rosenberg, VP – 516.629.5333 or [info@gblearning.com](mailto:info@gblearning.com)

## Walter Ebe Leaves Hofstra University to Join Game Builders Academy

**Westbury, NY, October 1, 2007** - Walter Ebe, a Director of Marketing at Hofstra University in Hempstead, NY for the past nine years, will join Game Builders Academy (GBA) on October 15th as its Vice President of Marketing. The announcement is made by Phil Lipsky, GBA president, who says Ebe will be an invaluable addition to the firm, and will lead GBA's growth in the local, national and global marketplace.



While at Hofstra University, Ebe held positions of Director of Marketing for Admissions, Director of Electronic Marketing for University Relations, and Director of Marketing and External Relations for Continuing Education. Previously, he held positions of Vice President of Marketing for PRF Systems, Inc., Vice President of Branch Automation for Manufacturers Hanover Trust Corporation / Chemical Banking Corporation, and Area Manager for Computer Task Group.

Ebe holds a Bachelor of Arts degree in Mathematics from Queens College (CUNY) and has attended American University's graduate program in computer systems in Washington, D.C. He is married, has four grown children and makes his home in Fort Salonga on Long Island.

### ***About Game Builders Academy***

Headquartered in Westbury, New York, Game Builders Academy is a STEM-based educational services and products provider of innovative, technology-based, instructional tools that help students -- primarily in grades 5 through 12 -- learn, grow, have fun and succeed. GBA's initial instructional tools have been based on video game design and development. Students use and strengthen math, science, literacy, technology, communication, engineering, logical and critical thinking skills -- as well as gaining self-confidence -- all while doing something they love: *creating their own video games!* Programs in Robotics, and Cartooning & Animation, are in development for future release. GBA's clients include public and private schools, summer camps, as well as college-based youth programs. Its products have been integrated within regular and gifted daytime school curricula, after-school and weekend programs, and summer youth activities.

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