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AIYANA TREVON

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Independent Pub
In a perfect world,
software engineers who

produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done. In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous

People"—has attracted hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the "soft skills" of software engineering, you can have a much greater impact for the same amount of effort. Team

Geek was named as a Finalist in the 2013 Jolt Awards from Dr. Dobb's Journal. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

Everything Eyes "O'Reilly Media, Inc."

The bestselling author and world-famous makeup artist reveals her expert techniques for creating show-stopping eyes—from everyday natural to party sparkle. To complement Bobbi's

eyewear range and eye makeup palette, Everything Eyes covers basic eye care, essential brushes and tools, and step-by-step tutorials for ten stunning looks: Clean Sparkly Nude Bronzed Fun Winged Gilded Winged Smokey Soft Smokey Retro Glam Famous for her signature glasses look, Bobbi also shares her tried-and-true tips for selecting frames and wearing makeup with glasses. This chic book is the manual for all women who want gorgeous eyes. And that means every

woman!
Collecting for Dragon's Lair and Space Ace
Chronicle Books
Dragon's Lair has captured the hearts and imaginations of many video game enthusiasts since it was first released over 30 years ago. Space Ace has also gained a loyal fan base and over the years there have been many commercial products, games, merchandise and so much more. This 170 page book captures virtually everything that is available to obtain in the

Dragon's Lair & Space Ace universes and includes (but is not limited to): Home version releases (did you know that there are HUNDREDS of versions available?) Toys Collectibles Magazines, Books, Videos Fan made items Collector Profiles And more! If you are a fan of video games, LaserDisc games, arcade games, or Don Bluth animation you are certainly going to enjoy this coffee table book that takes you behind the scenes and provides an exhaustive reference at the same

time.