

# Top Intel® Software Developer Stories | October

Submitted by [Vicky C. \(Intel\)](https://software.intel.com/en-us/user/1168509) on October 7, 2015

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(<http://blogs.intel.com/evangelists/2015/09/21/improving-brain-research-worldwide-through-the-intel-modern-code-developer-challenge/>)

1. (<http://evangelists/2015/09/21/improving-brain-research-worldwide-through-the-intel-modern-code-developer-challenge/>) [Improving Brain Research Worldwide through the Intel® Modern Code Developer Challenge](https://moderncodechallenge.intel.com/) (<https://moderncodechallenge.intel.com/>)

The (<https://moderncodechallenge.intel.com/>) Intel® Modern Code Developer Challenge (<https://moderncodechallenge.intel.com/>) is a student-only contest for parallel programmers around the world, launched in partnership with [CERN\\* openlab](http://openlab.web.cern.ch/) (<http://openlab.web.cern.ch/>) and [Newcastle University](http://www.ncl.ac.uk/) (<http://www.ncl.ac.uk/>). Opportunities include an internship at CERN openlab\*, a guided tour of CERN\*, or a trip to SC16\*.



[\(http://software.intel.com/en-us/articles/training-series-for-development-on-intel-based-android-devices/\)](http://software.intel.com/en-us/articles/training-series-for-development-on-intel-based-android-devices/)2.

[\(http://software.intel.com/en-us/articles/training-series-for-development-on-intel-based-android-devices/\)](http://software.intel.com/en-us/articles/training-series-for-development-on-intel-based-android-devices/)Training Series for Development on Intel®-based Android\* Devices [\(http://software.intel.com/en-us/articles/training-series-for-development-on-intel-based-android-devices/\)](http://software.intel.com/en-us/articles/training-series-for-development-on-intel-based-android-devices/)

This video series presents an overview of Intel® tools available for Android\* developers through Intel Software. Discover the benefits of these tools in your everyday life as a programmer.

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[3. \(http://software.intel.com/en-us/articles/intels-newest-wearable-module-intel-curie/\)Intel's Newest Wearable Module: Intel® Curie™ \(http://software.intel.com/en-us/articles/intels-newest-wearable-module-intel-curie/\)](http://software.intel.com/en-us/articles/intels-newest-wearable-module-intel-curie/)

Designed for wearables, the Intel® Curie™ module is a tiny hardware product offering design flexibility. The complete, low-power solution comes with a computer, motion sensors, Bluetooth\* Smart low energy technology, battery charging and more.

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4. (<http://software.intel.com/en-us/gamedev/articles/rasterizer-order-views-101-a-primer/>) [Rasterizer Order Views 101: A Primer](http://software.intel.com/en-us/gamedev/articles/rasterizer-order-views-101-a-primer/) (<http://software.intel.com/en-us/gamedev/articles/rasterizer-order-views-101-a-primer/>) ([en-us/gamedev/articles/rasterizer-order-views-101-a-primer/](http://software.intel.com/en-us/gamedev/articles/rasterizer-order-views-101-a-primer/))

In this primer, learn about rasterizer order views (ROVs), why they are important for solving graphics problems, and how they allow the creation of a whole range of new algorithms that are not possible in the fixed function blending pipeline. Also, learn about the DirectX Pipeline and the limitations of UAVs.

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[\(http://software.intel.com/en-us/articles/tutorial-using-intel-inde-gpa-to-improve-the-performance-of-your-android-game/\)](http://software.intel.com/en-us/articles/tutorial-using-intel-inde-gpa-to-improve-the-performance-of-your-android-game/)<sup>5</sup>.  
(<http://C:\Users\vjcarmax\Documents\Intel\Developer Programs Marketing\Top Ten Program\October\software.intel.com/en-us/articles/tutorial-using-intel-inde-gpa-to-improve-the-performance-of-your-android-game/>) (<http://en-us/articles/tutorial-using-intel-inde-gpa-to-improve-the-performance-of-your-android-game/>) [Tutorial: Using Intel® INDE GPA to Improve the Performance of Your Android\\* Game](http://en-us/articles/tutorial-using-intel-inde-gpa-to-improve-the-performance-of-your-android-game/) (<http://software.intel.com/en-us/articles/tutorial-using-intel-inde-gpa-to-improve-the-performance-of-your-android-game/>)

This tutorial presents a step-by-step guide to performance analysis, bottleneck identification, and rendering optimization of an [OpenGL ES](http://developer.android.com/guide/topics/graphics/opengl.html) (<http://developer.android.com/guide/topics/graphics/opengl.html>)\* 3.0 application on Android\*. The sample application, entitled “City Racer,” simulates a road race through a stylized urban setting.



[\(http://software.intel.com/en-us/blogs/2015/06/04/the-compiler-is-to-blame-for-everything/\)](http://software.intel.com/en-us/blogs/2015/06/04/the-compiler-is-to-blame-for-everything/)<sup>6</sup>. (<http://software.intel.com/en-us/blogs/2015/06/04/the-compiler-is-to-blame-for-everything/>) [The Compiler is to Blame for Everything](http://software.intel.com/en-us/blogs/2015/06/04/the-compiler-is-to-blame-for-everything/) (<http://software.intel.com/en-us/blogs/2015/06/04/the-compiler-is-to-blame-for-everything/>)

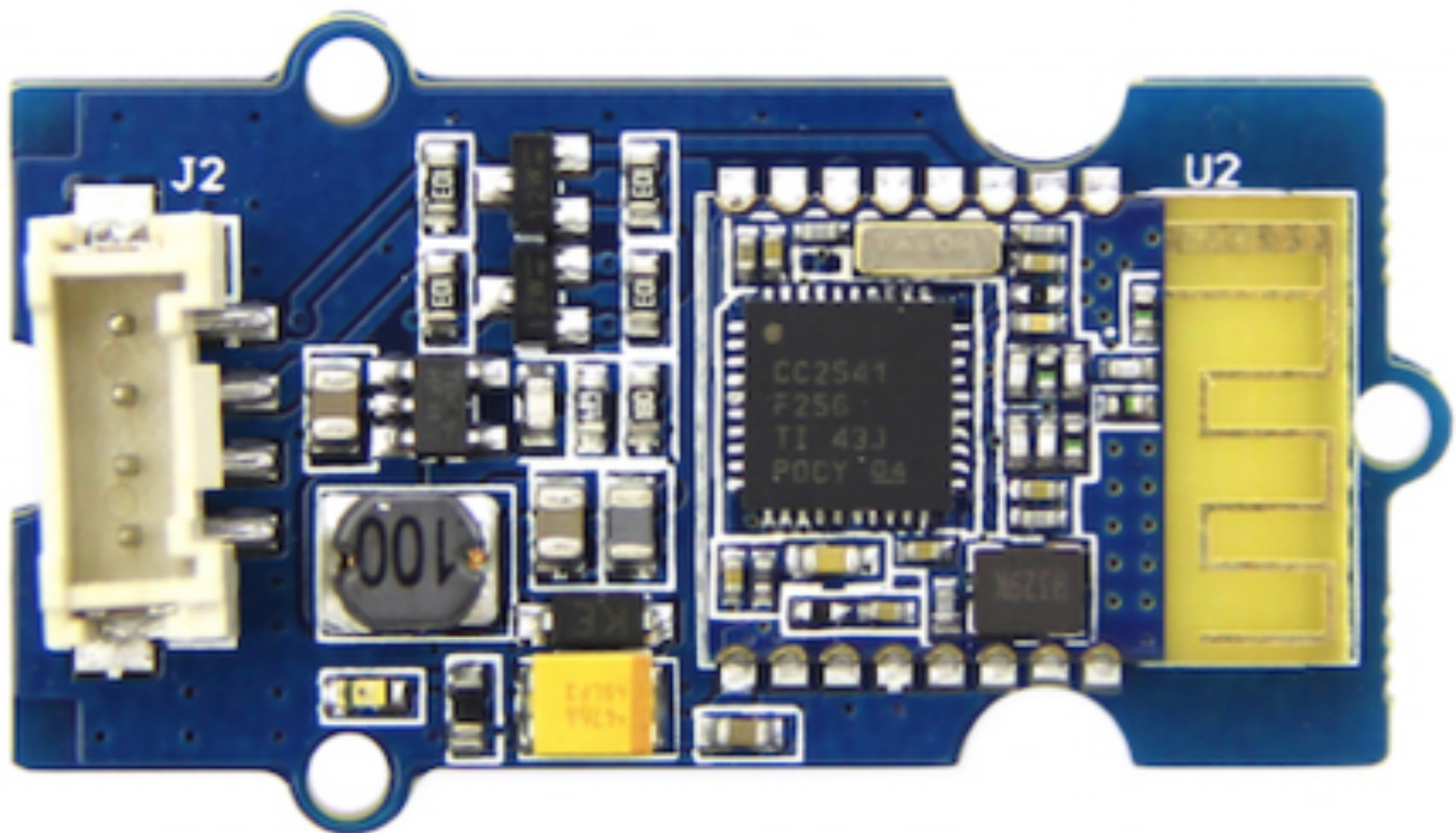
This article explores several reasons why the compiler isn't at fault even when a programmer tells you it is.



## [7. Best UX Practices for Intel® RealSense™ Camera \(F200\) Applications](http://software.intel.com/en-us/articles/best-ux-practices-for-intel-realsense-camera-f200-applications/)

[\(http://software.intel.com/en-us/articles/best-ux-practices-for-intel-realsense-camera-f200-applications/\)](http://software.intel.com/en-us/articles/best-ux-practices-for-intel-realsense-camera-f200-applications/)

Watch this series of five short videos to learn best practices for developing a natural user interface (NUI) application for the [Intel RealSense camera](https://software.intel.com/en-us/realsense/f200camera) (<https://software.intel.com/en-us/realsense/f200camera>) using the [Intel® RealSense™ SDK](https://software.intel.com/en-us/intel-realsense-sdk) (<https://software.intel.com/en-us/intel-realsense-sdk>).



[\(http://software.intel.com/en-us/articles/connecting-to-intel-edison-from-android-with-bluetooth-le-ble/\)](http://software.intel.com/en-us/articles/connecting-to-intel-edison-from-android-with-bluetooth-le-ble/) [8. \(en-us/articles/connecting-to-intel-edison-from-android-with-bluetooth-le-ble/\)](http://software.intel.com/en-us/articles/connecting-to-intel-edison-from-android-with-bluetooth-le-ble/) [Connecting to an Intel® Edison Board from Android\\* with Bluetooth\\* LE \(BLE\)](http://software.intel.com/en-us/articles/connecting-to-intel-edison-from-android-with-bluetooth-le-ble/) (<http://software.intel.com/en-us/articles/connecting-to-intel-edison-from-android-with-bluetooth-le-ble/>)

Learn how to establish Bluetooth\* LE communication between an Intel® Edison board and an Android\* device that is equipped with Bluetooth 4.0, using free software tools and low-cost, off-the-shelf hardware.



[http://software.intel.com/en-us/articles/free\\_mkl/](http://software.intel.com/en-us/articles/free_mkl/)9. [http://en-us/articles/free\\_mkl/](http://en-us/articles/free_mkl/)No Cost Options for Intel® Math Kernel Library (Intel [http://software.intel.com/en-us/articles/free\\_mkl/](http://software.intel.com/en-us/articles/free_mkl/))<sup>®</sup> [http://software.intel.com/en-us/articles/free\\_mkl/](http://software.intel.com/en-us/articles/free_mkl/) MKL) [http://software.intel.com/en-us/articles/free\\_mkl/](http://software.intel.com/en-us/articles/free_mkl/)

Find out about no-cost options to obtain the latest versions of the <https://software.intel.com/en-us/intel-mkl> Intel® Math Kernel Library (Intel® MKL) <https://software.intel.com/en-us/intel-mkl>—a very popular library product from Intel that accelerates math processing routines to increase application performance.

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## 10. [\(http://software.intel.com/en-us/blogs/2015/08/07/intel-xdk-helping-change-the-world/\)](http://software.intel.com/en-us/blogs/2015/08/07/intel-xdk-helping-change-the-world/) Intel® XDK Helping Change the World [\(http://software.intel.com/en-us/blogs/2015/08/07/intel-xdk-helping-change-the-world/\)](http://software.intel.com/en-us/blogs/2015/08/07/intel-xdk-helping-change-the-world/)

Meet Ngesa Marvin, the young Kenyan telecommunications and engineering student, who is using Intel® tools to develop practical solutions to Africa's problems.

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For more complete information about compiler optimizations, see our [Optimization Notice \(/en-us/articles/optimization-notice#opt-en\)](/en-us/articles/optimization-notice#opt-en).

Categories: [Android\\* \(/en-us/search/site/field\\_platform/android-20797/language/en\)](/en-us/search/site/field_platform/android-20797/language/en) , [Game Development \(/en-us/search/site/field\\_platform/game\\_development-78391/language/en\)](/en-us/search/site/field_platform/game_development-78391/language/en) , [Intel® RealSense™ Technology \(/en-us/search/site/field\\_platform/intel\\_realsense\\_technology-68597/language/en\)](/en-us/search/site/field_platform/intel_realsense_technology-68597/language/en) , [Internet of Things \(/en-us/search/site/field\\_platform/internet\\_of\\_things-45744/language/en\)](/en-us/search/site/field_platform/internet_of_things-45744/language/en) , [Windows\\* \(/en-us/search/site/field\\_platform/windows-20800/language/en\)](/en-us/search/site/field_platform/windows-20800/language/en)

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