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Did the owner of roblox died

Dear ROBLOX community, Eric Cassel, my co-founder of ROBLOX, retired yesterday morning. Eric has battled cancer for the past three years and his death is a profound loss. I worked with Eric for more than 20 years, first at a company called Knowledge Revolution, then since ROBLOX began. I'd like to tell you about Eric, and how his incredible talents continue to shed at ROBLOX. I first met Eric right after he graduated from Cornell University. At the time, I had just founded a company called the Knowledge Revolution. We developed educational software for teaching physics. Eric read about our product in MacUser magazine, and flew out for an interview. During the interview, Eric showed me an amazing piece of software he wrote for Cornell's physics department. It was elegant, fast and hinted at Eric's incredible talents. The knowledge revolution went on to win many, many awards for our products — Interactive physics and working model. Eric was our vice president of engineering. His style was completely open and honest and he always made decisions based on what was best for the team. Eric was called WYSIWYG (what you see you get) known BC. The room was quite big and comfortable. I find it hard to imagine anyone ever meeting Eric who didn't think of him as warm, kind and welcoming. Interactive physics has been used by millions of students around the world, and was an early version of many 2D sandbox physics games you see today (20 years ago!). The knowledge revolution was eventually acquired by the MSC. The software was at the time a leading provider of engineering software simulations. Eric and I both took senior roles at the company, but a few years later we both left. Eric and I kept in touch. We mentioned how users of interactive physics software used it for fun, not for school! Children will build all kinds of funny devices with the product. We talked about what would be our ultimate idea for an online game - a 3D world that was completely physically modeled where users could build, share and play. Eric and I worked on the original ROBLOX product for two years in an office in Menlo Park, California. We spent every day designing, talking and coding. Eric was so incredibly talented. Eric took a lot of my hokey, short-sighted design ideas and made them elegant and refined. It was Eric who first thought roblox needed an API and script engine, rather than the tougher wired approach I offered. When Eric built something, he always built it right. There was never a question of a hack or a band of help or a bolt-on with Eric when it came to software engineering. In some cases, knowing that something short-lived or replaced, Eric would offer a quick and messy solution, but it was always very deliberate and conscious. After learning of his cancer, Eric worked selflessly to make sure his knowledge and ideas were shared with members of the ROBLOX engineering team. All of us at ROBLOX will miss Eric deeply. He will always be a role model for me and for everyone who has worked with him. We celebrate the time we were able to spend with him. Eric was incredibly talented, but I'll always think of him as the most decent guy I've ever met. Many members of the ROBLOX team spent many years as friends and colleagues of Eric. Here are some of their reflections. Keith Lucas I first met Eric in January 1997 when I applied for a part-time customer service engineer for the knowledge revolution. A few friends kept telling me about this cool little company that made physics modeling software for Boeing, Lockheed, & Ford. Eric was vice president of engineering, and David Basutsky was CEO. In a short time, I learned the secret to the success of the Knowledge Revolution - Dave's audacity of vision combined with Eric's ability to deliver. They were optimistic and fast, and no other company I looked up to could compete. I was excited to get a full offer to work for Eric's team. Eric taught me how to be an engineer. I had just finished my 10th or so year of engineering school, but I didn't learn to be an engineer until I met Eric. Engineering about iteration. It works something and makes it better. It does something better watching his work. My education taught me to think, understand and plan. Eric taught me to do and learn. Eric's unique talent was able to instantly move from fast prosthetics to delivering the highest quality production code. Eric built most of roblox's original web infrastructure, and we wonder today how scalable it is, and especially on how one person built so much, so good, in so little time. This goes beyond the unique. Over the years, Eric constantly inspired me to iterate, deliver quickly and know when to demand quality. His spirit is at the heart of our engineering culture, and his behavior has inspired the core values of ROBLOX. Although Eric has had a profound impact on my career, I will always remember him primarily as a friend. We watched a ton of movies together, mostly very bad ones, but it was good. He helped my wife and I move into our first home. He shared my daughter's arrival and we celebrated birthdays together. We shared a lot of beer, and a lot of good food. We shared the most laughter, and I'm pleased to know that I put more than a few smiles on his already smiling face. Matt Dusek I liked Eric immediately and immensely. He was an incredible guy; a real, fundamentally decent person. It's been nice for years to come to know him as a colleague and as a friend and it upsets me to understand that travelling together only goes this far. Anyone who has spent time in Eric's company, it quickly became apparent that he was gifted in many ways. He possessed formidable intelligence, generous spirit, obscure engineering instincts, a joyful sense of humor and a hard-working work work, just to name a few. But I think Eric's greatest gift was less visible, in that you couldn't see him looking at it. Rather, you had to look at yourself and those around you to appreciate Eric's remarkable ability to inspire. Working alongside him, I regularly found myself wanting to accomplish more audacious things, take on them with a higher standard of excellence, worry less about why some people say they can't be done and find out just by doing. That, of course, was Eric's way, and he was contagious. I am proud to have worked alongside Eric at ROBLOX and am honored to be his friend. The grief over losing him is great, but the inspiration that comes from the fact that he knew him is still great. Thank you, Eric. I miss you already. Tim Loduch met Eric when he joined his Pre-ROBLOX company, Knowledge Revolution. It was my first real job after grad school and, needless to say, I was a little intimidated by the change of scenery and my new responsibilities. These concerns were soon distressed that I had worked with Eric, as I was instantly struck by how kind, helpful, brilliant and humble he was. There was no ego, no arrogance or impatience with Eric — just the inevitable sweetness and willingness to help, teach and solve any problem before him, efficiently and elegantly. Of course, it was immediately clear to me that Eric could work magic as a programmer. However, as I grew to know him better, I was able to see what an amazing person he was in many other ways. Everything Eric did came up with passion, creativity and respect — and he treated all his many successes with a quick deflection of praise to others. A few years later, Eric and I slipped out of San Francisco to San Mateo, during the trip, we discussed projects and technical problems from work. Bay Area traffic is what it is, we've also had time to discuss many other topics, from our favorite bands to San Francisco restaurants to epic mountain bike trails to politics, and throughout these times I was constantly reminded of the same sweet, passionate and brilliant person who helped me years earlier. Rarely occurs with a person who so sincerely and completely possesses all these qualities. I feel grateful to have known Eric. John Schedlecki Very vividly I recall the first time I met Dave and Eric in June 2006. I was going to graduate from Stanford with a degree in computer science and I was trying to decide what to do with my life. I had job offers from Google and Microsoft (to be project manager on Halo!) in hand. But I went to an interview at ROBLOX, the company I was told about by a professor who had previously worked with Dave on the Knowledge Revolution. In the end, I felt like the three of us, Eric, Dave, and I, just clicked. I was sold on an audacious vision that we could build something insanely large. In that old office, I was sitting directly opposite Eric. Poor guy. I think I asked him programming questions every hour during my first six months on the job. He never seemed concerned about it. He was very generous with both his time and knowledge. Before I came to work at ROBLOX, I thought I was a hotshot developer - but actually I was just a stone mason. Eric was an architect. He might have thought of profound problems with mental discipline that most people would never possess. Finally, he would be as kind, tolerant and passionate a person as I ever knew. He will be seduced very much. Eric Cassel was captured by ROBLOX, and he shared an ia with his sons. Eric Cassel's place of remembrance was made by Eric's boys to celebrate his memory. We at ROBLOX are proud to share their creation with you. If you want to show your support for Eric, his family and what he brought to ROBLOX, feel free to visit the memorial. Kids Online Game Roblox is an online gaming platform and game creation system that allows users to program games and play games created by other users. Founded by David Basutsk and Eric Kassel in 2004 and released in 2006, the platform hosts user-generated games of several genres encoded in the Lua programming language. David Basutsky of famously online in his game, the builder has had many medical problems in recent weeks. His wife told our news station that he acted strangely and suspiciously. He was then found dead in the living room by his wife. He was taken to St. Francis Memorial Hospital, where he was declared dead at 7:14 p.m. The San Francisco Police Department has opened an investigation into the man's death. Social media brings new theories to the death of the famous founder. One said: Hackers are starting to take decisive action to steal an online game, murder? The police department was unable to confirm whether that death was intentional. On August 4, the FBI decides to assist the San Francisco Police Department with this investigation. They plan to continue their investigation and find a reason if it was murder or unintentional. Now create a & history; Cheat your friends! friends! friends!