

# GOVARTHANAN VASUDEVAN

## APPLICATION PROGRAMMER

An application programmer having eight years of experience in distributed architecture and graphics programming. Problem solver, smart and individual contributor.

### EXPERIENCES

- Present**  
|  
May-2018  
● **Senior Software Engineer**  
Trimble Information Technologies Chennai
  - Design and Develop features for Trimble Earthwork's Control system
  - Primary role involves implementing graphics feature using OpenGL in android client as well as in server written in C++
- May-2018**  
|  
Aug-2014  
● **Senior Software Engineer**  
Bally Technology(Scientific Games) Bangalore
  - Designed and Developed new digital signage application with Google cloud technologies
  - Owner of media player module of Bally's CoolSign digital signage application
- Aug-2014**  
|  
July-2011  
● **Software Engineer**  
Tata Elxsi & Sony India(as a consultant) Bangalore
  - Involved in the development of sample applications and validate APIs functionalities for PlayStation 4 graphics libraries

### SELECTED PROJECTS

- Present**  
|  
2018  
● **Trimble Earthworks**  
Trimble Technologies
  - Project Description: The Trimble Earthworks Grade Control System is Trimble's next-generation grade control platform for excavators and dozers. Reengineered from the ground up, the Trimble Earthworks Grade Control System features intuitive, easy-to-learn software that runs on an Android operating system.
  - Technology and Language used: C++11, Google Protocol Buffer, Android OS, OpenGL ES3.0
  - AR Camera: Task involves calibrating physical camera using OpenCV and reconstructing 3D perspective view on top the camera feed to get the augmented reality feel.
  - Developed features to allow operator to create simple level and slope design dynamically on the field/site. The task involved analyzing and incorporating changes in the existing module of the server and visualize corresponding surface with respect to machine position in android using OpenGL.
  - Developed feature to calibrate cab rotation sensor(gives current heading information) and it involves instructing operator to perform appropriate step based on device instructions received through CAN protocol and communicating device to move on to next stage.
  - Dynamically constructed and displayed swing boom model for swing boom excavator machine in android client
- 2018**  
|  
2016  
● **SG Live Media**  
Bally Technologies(Scientific Games)
  - Project Description: The main aim of this project is to design and develop cloud based digital signage product for casino industry by utilizing Google App engine cloud service and chrome APP as client
  - Complete software design and development responsibility of SG Live media and its components such as server hosted in GAE and client app in chrome box
  - Release 1: Designed and developed common media player for both content creator and chrome app player. Used WebGL to render the content(combination of image, video and text).
  - Finalized to use Django server framework as it comes with default admin site
  - Finalized to use Firebase API to create communication between server and client
  - Release 2: Delivered lot of custom features specific to casino industry such as progressive font meter, live text ...etc
- 2018**  
|  
2014  
● **CoolSign**  
Bally Technologies(Scientific Games)
  - Project Description: CoolSign is one of the best digital signage product in casino industry. Aim of this project is to provide best experience for customer through digital signage.
  - Complete Software development and maintenance responsibility for CoolSign's proprietary Media Player
  - Developed new feature called Font Meter. Font meter will be used to display progressive or jackpot value whenever multiple customer are playing a game on slot machine. This feature will save content developer time since the images required for meter is directly loaded from selected font file(TTF).
  - Developed Asset locking feature to lock the prepared asset in Content creator tool. Once an asset is locked, then it cannot be edited till user unlock the asset.

### CONTACT INFO

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in <http://bit.ly/313Dt9B>  
🐙 github.com/GovanGova  
☎ +91 9886269355

### SKILLS

#### GRAPHICS LIBRARY

OpenGL 3.3  
OpenGL ES 3.0  
WebGL 2.0, HTML5 Canvas  
Sony Proprietary Libraries  
(libgnm, libgnmx)

#### LANGUAGES

C, C++11  
HTML5  
Java script(ECMA6.0)  
Python(moderate)  
Go(beginner)

#### PLATFORMS

Windows, Linux  
Android - GLSurfaceView.  
Knowledge about Activity  
life cycle  
Android-ndk

#### CLOUD PLATFORM

Google App Engine  
Google Cloud Storage  
Google Cloud SQL  
Firebase API  
Django Framework

#### OTHERS

Google Protobuff  
Google Test(gTest)  
Git, VS2017, Jira and Jenkins

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## SELECTED PROJECTS

2014  
|  
2012

### PlayStation 4

Sony India(as a consultant from Tata Elxsi)

- Designed and implemented sample applications to test various feature offered in libgdm and libgdmx
- Here learnt lot of techniques such as compute, tessellation and geometry shader Post processing techniques Instancing - Drawing of many instance of same polygon



## EDUCATION

2007  
|  
2011

### B.Tech in Information Technology

Anna University(Mailam Engineering College)

📍 Mailam, Tamilnadu

First class with distinction - 80%

2005  
|  
2007

### Higher Secondary Education

Govt. Higher Secondary School

📍 Panamalai Pettai, Villupuram, TN

Stood first in the school with 89.3%

2004  
|  
2005

### SSLC

Govt. Higher Secondary School

📍 Panamalai Pettai, Villupuram, TN

Stood first in the school with 89.3%

## HOBBIES



cycling



Listening to music