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 for PlayStation 4

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.
- 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. 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 Firabase 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 | 2016

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.

2014 | 2012

PlayStation 4
Sony India(as a consultant from Tata Elxsi)
- Designed and implemented sample applications to test various feature offered in libgnm and libgnmx
- Here learnt lot of techniques such as compute, tessellation and geometry shader Post processing techniques Instancing - Drawing of many instance of same polygon

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)

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

GOVARTHANAN VASUDEVAN
APPLICATION PROGRAMMER

🎓 EDUCATION

2007
|
2011

B.Tech in Information Technology
Annan 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