

## Arun Abraham

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### Education:

Year	Academic Qualification	Percentage/CGPA	Institution
2010	B. Tech. in Information Technology	8.34/10.0	Vellore Institute of Technology, Vellore
2006	Intermediate (APBIE)	90%	Narayana Jr. College, Secunderabad
2004	10 <sup>th</sup> standard (APSSC)	84%	Model Mission High School, Secunderabad

### Research Experience (On-going):

I am currently pursuing research as an RA (Research Assistant) at IIIT (International Institute of Information Technology) under Prof. P. J. Narayanan, a world renowned professor who is well known for his research in Graphics for esteemed institutions like IIIT, DRDO (Defence Research and Development Organization, India) and CMU. My current assignment is developing a WebGL based 3D rendering / manipulation tool, for IIIT's on-going project "**Virtual Labs**" which is aimed at helping students learn the basics of several topics online including Computer Graphics, Data Structures, etc. This module is scheduled to go online around mid-February. Additionally, my next project is to begin around the same time which would be on **Foveated 3D Rendering**, which was presented in Siggraph Asia, December 2012.

### Work Experience:

#### **ELECTRONIC ARTS, Hyderabad (Associate Software Engineer):**

Worked on EA's Multi-Platform framework titled EAMT (EA Mobile Tech.) that allows development of games for various platforms including Smart Phones, Consoles and PSP.

Game Title	Team Size	Technology	Task Description
Surviving High School (Android)	5+	C++, EAMT, Cocos2D-x	Assisted in modification and porting of content into multi-platform via EAMT for Android devices.
DeadSpace (Android)	2	C++, EAMT	Bug fixes, enhancement and content addition
Fantasy Safari (iPhone)	5+	EAMT, Cocos2D-x, Objective C	Worked with EA's studio team on their then upcoming iPhone title.

**Previous Projects (Latest First):**

Project Title	Team Size	Technology	Description
Asteroids	2	OpenGL, C++	A freelance Gam developed in OpenGL. This C++, OpenGL based application is a replica of the game "Viroids™" ( <a href="http://www.mousebreaker.com/games/viroidz/playgame">http://www.mousebreaker.com/games/viroidz/playgame</a> ).
DirectHit and DirectHit2	1	C++, DirectX 9, Win32 API	Extension of the previously developed rendering software DirectHit. Used advanced GUI built on Win32 API.
DirectHit	1	C++, DirectX 9	A DirectX based rendering software that allowed users to load and view 3D mesh (.x format) objects.
INGEN	1	OpenGL, C++	OpenGL based project to demonstrate the stages of the "Rendering Pipeline".
Web Forums	3	MSSQL, Asp.net	A small scale imitation of Online Forums where users could exchange information on various topics and threads.

**Technical Skills:**

Programming Languages	C, C++, Java
Operating System	Windows
IDE	Visual Studio, Eclipse
Others	OpenGL, Cocos2d-x

**Extra-Curricular Activities:**

- Core Committee Head, Creativity Club, VIT.
- Member, Music Club, VIT.
- Vice President, Toastmasters International- Students Chapter, VIT.
- Internship, IndiGenius Solution.
- Certificate Course: Introduction to Artificial Intelligence (Stanford Engineering, Prof. Sebastian Thrun and Prof. Peter Norvig). Score: 88.4%.
- Misc: Test Scores:
  - GRE: 1230 (800 Quants + 430 Verbal +4.0 AWA)
  - TOEFL: 101

**References:**

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Mr. Rajveer Kothari

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