March 11, 2016

Vivek Varshney
35/604, Shanti Plaza Complex, Shanti Park, Mira Road East, Thane
Mumbai, Maharashtra, 401107, INDIA

Dear Vivek,

Congratulations on your acceptance into DigiPen Institute of Technology's Master of Science in Computer Science degree program, and welcome to one of the biggest challenges you'll undertake as a student.

As the complexity of games continues to grow, it's no surprise that the game industry's demands often go beyond what a four-year degree in computer science can deliver. DigiPen's Master of Science in Computer Science program is an excellent opportunity for both college graduates and current industry professionals to expand their knowledge of computer science and seek new opportunities in an incredibly rewarding field.

DigiPen's award-winning faculty has major university and industry experience. Our students are famous for their creativity and determination, as shown by the multitude of honors they have earned from the Independent Games Festival, Indie Game Challenge, and PAX 10. Master of Science in Computer Science alumni can be found at top-tier companies including Nintendo, Microsoft, Sony, Lockheed Martin, Bungie, and ArenaNet, among many others. By joining us, you'll be entering a supportive community of people from all over the world who've come together to prepare you for your future.

The Master of Science in Computer Science program challenges students to explore more advanced concepts in graphics programming, artificial intelligence, and other computer science topics.

This is truly an exciting time to be a part of the game industry. New technologies are introduced on a daily basis, and utilizing these technologies raises many unique problems that lack simple solutions. They require creative and non-standard thinking, qualities that are highly respected and fostered at DigiPen and prized by employers.

I look forward to meeting you.

Sincerely,

Dmitri Volper, Ph.D.
Chair, Graduate Admissions Committee