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|  | **BHAVAN VAISHNAV**  PROGRAMMER | Stærevej 28D 3 -1 DK 2400, COPENHAGEN, DENMARK  [www.vsnav.com](http://www.vsnav.com) | [bhavanvaishnav@gmail.com](mailto:bhavanvaishnav@gmail.com) | +45 60191620 |
| **SUMMARY** | Over **eight years of games industry experience** developing on various platforms  Experience working on a variety of genres including **stealth / action, and real time strategy titles**  A **master’s degree** in games development  Generalist with a specialist interest in **CPU** **architecture, performance, data oriented design and core technology components** | |
| **EXPERIENCE** | ***IO Interactive, Feb 2012 – Current***  Currently part of the Online and GUI team, responsible for architecture, engine integration, and optimization of Online and GUI systems for Hitman  Previously part of the Glacier 2 technology team, responsible for integration, development and maintenance of core engine components | |
|  | ***BlueGiant Interactive, Sep 2009 – Sep 2010***  Worked on various gameplay systems for Apox (an online RTS title)  Highlights include: multithreaded line of sight and procedural map generation algorithms | |
|  | ***Tata Elxsi, Aug 2007 – Aug 2009***  Part of a team of engineers that specialized in optimization approaches for the Cell BE (PS3) architecture  Optimized fractal terrain generation and water simulation algorithms on the Cell BE (PS3)  Worked as an on-site consultant (3 months) for Electronic Arts, Burnaby (EAC) on NCAA Basketball 09 | |
| **EDUCATION** | ***PROFESSIONAL MASTERS IN GAMES DEVELOPMENT***  ***University of Abertay, Dundee, Scotland, Sep 2011***  Industry driven learning through iterative development cycles of three video game prototypes on varying platforms  Developed a Symbian game (Flick 'em Out) that won the Best QT App award at the Intl. AppJam conference  Programmed a water wave simulation algorithm for the PlayStation2 making use of vector units | |
|  | ***BACHELOR OF ENGINEERING, COMPUTER SCIENCE***  ***CMR Institute of Technology, Bangalore, India, Jun 2007***  Designed an insurance sales application with focus on sound architectural practices and low cost deployment  Delivered a technical seminar on the Direct3D10 pipeline | |
| **REFERENCES** | Piero Petitti, Programmer, Relic Entertainment ([piero.petitti@gmail.com](mailto:piero.petitti@gmail.com)) | |