

Gaurav Shrivastava

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Objective	I enjoy creating simple & beautiful solutions for technical problems. I wish to be part of a fun team, where I can share & receive knowledge; growing up along the way.
Education	<ul style="list-style-type: none">• Master of Entertainment Technology: Carnegie Mellon University, <i>May 2007</i>. <i>GPA: 4.0/4.0</i>• BS in Computer Engineering: Gujarat University, India, <i>May 2003</i>. <i>Gold Medalist, GPA: 4.0/4.0</i>
Experience	<ul style="list-style-type: none">• SilverTree Media LLC (Game Programmer, <i>June 2007 – Present</i>) - Prominent projects include Spore2D, PixieHollow, Sleepy Jack, Cordy & Chess on Facebook.• DreamWorks SKG (Technical Director, <i>Summer 2006</i>) – Supported rendering tools on the Kung Fu Panda movie. Technology: C & Python.• Tata Consultancy Services, (System Engineer, <i>July 2003 – August 2005</i>) – Created J2EE and Oracle based internal web-applications for GE Healthcare.• Indian Space Research Organization, (Intern, <i>spring and summer 2003</i>) - Researched and implemented signal processing algorithms for image restoration from hi-res satellite imagery. Technology: C++.
Projects	
Spore 2D	Worked as the client architect and flash engineer on the 2D version of Spore’s creature creator. I was responsible for the build process, performance, rendering and physics in this game. Biggest challenge: Integrating with existing Spore assets and keeping the controls smooth & responsive.
PixieHollow	Created framework and gameplay for this web-based MMO, as a flash/web engineer. I was responsible for the avatar system, meadow rendering, chat and notification system and the mini-game framework. Biggest challenge: Juggling performance & ever-growing content and dealing with asynchronous network lags.
Cordy	Created gameplay in C#, using Unity 3D game engine for SilverTree’s internal IP.
Sleepy Jack	Created 3D gameplay prototypes with C++/OpenGL for SilverTree’s internal IP.
Webapp VM	Served as an independent consultant and built flex-based data visualization tools for Webapp Virtual Machine – a cloud deployment/management framework. Biggest challenge: Dealing smartly with the gigantic data-set of cloud applications.
Polarity	Scripted tools and framework in Python/C++. This independent game became an IGF 2008 showcase winner as well as IGF Strategy Award Finalist . Biggest challenge: creating in-game live editor for quick design iteration.
Advanced CG	Worked with programmable hardware shaders (Cg), sub-division surfaces, real-time simulations, global illumination and physically-based animations, using C/C++/OpenGL, as part of my graduate school class at Carnegie Mellon.
Skills	Expertise in Flash/Flex and Python. Good knowledge of C++ / C# / C. Well-versed with 3D Graphics, web-apps and database.