

# SAMIK BHOWAL

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**OBJECTIVE** To find a co-op for Spring 2008 in developing games and other interactive experiences to hone my abilities in programming and design.

## EDUCATION

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**2006 – Present** **Carnegie Mellon University, Entertainment Technology Center** Pittsburgh, PA  
Master of Entertainment Technology – MET is a project based professional terminal degree, jointly conferred by CMU's School of Computer Science and College of Fine Arts in the interdisciplinary field of Entertainment Technology. **Expected Graduation : May 2008**

**2002 – 2006** **C.M.R. Institute of Technology** Bangalore, India  
**Bachelor of Engineering – Electronics and Communication**  
First class with Distinction, Rank 2 of the class

## EXPERIENCE

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**Fall 2007 – Present** **SilverTree Media, Software Engineer** Pittsburgh, PA  
- Currently developing an unannounced MMO RPG for a major publisher

**Summer 2007** **Electronic Arts, Software Engineer Intern** Los Angeles, CA  
- Focused in creating various camera features for working title "PQRS", an EA/Spielberg Wii game  
- Prototyped various game mechanics for the game

**Summer 2006** **Quietmen Studios, Game Tester and Gameplay Balancer** Bangalore, India  
- Worked on "Iron Grip – The Oppression", a total conversion mod of the Half Life 2 engine  
- Tested and balanced the internal economy of the game.

**Spring 2006** **National Aerospace Laboratories, Research Intern** Bangalore, India  
- Created image restoration tools in C++/Matlab to restore blurred images using Deconvolution Filters

## ACADEMIC PROJECTS

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**Fall 2007** **Physical Simulation of Computer Animation – Carnegie Mellon University** Pittsburgh, PA  
- Created a particle system with real time physics using C++ and OpenGL  
- Simulated physically based deformable models using finite element method

**Spring 2007** **Northrop Grumman Project – Carnegie Mellon University (ETC)** Pittsburgh, PA  
Developed a flight simulator/strategy game to be used as a recruiting tool to help Northrop Grumman attract college graduates for engineering positions  
- Programmed Gameplay and Controls  
- Organized and scheduled programming milestones

**Fall 2006** **Building Virtual Worlds – Carnegie Mellon University (ETC)** Pittsburgh, PA  
Building Virtual Worlds (BVW) is a rapid prototyping project course, where interdisciplinary teams of four build immersive and interactive virtual worlds on various platforms in two week cycles.  
Programmed and co-designed six games.

**Glory Trip To Moon** – Platform : Head Mounted Display and audience control remote system

**Redemption** – Platform : Jam-O-Drum

**Coup de Grace** – Platform : Head Mounted Display

**Mafia Game** – Platform : Audience control Beyond Question remote system

**The Dark Knight** – Platform : Head Mounted Display, Temperature sensor phidget

**Big Bird's Egg Catch** - Platform : PC

**Spring 2005** **Implementation of UART using FPGA XC 9572** Bangalore, India  
- Wrote Register Transfer Logic (RTL) for the receiver sub-block and integrated top level of 3 sub-modules  
- Used Xilinx tool kit to write test bench for all the sub-blocks and ModelSim for verification

## SKILLS

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**Programming** C/C++, Python, ActionScript 3.0, OpenGL, Matlab, HTML, Visual Basic, VHDL, Code Composer Studio (Ti -DSP), 8085/8086 Assembly

**Packages** Microsoft Visual Studio, Office, Panda3D, Adobe Suite (Flash CS3, Photoshop, Pagemaker, Audition, Fireworks, Dreamweaver DTP), Perforce, SVN, Concurrent Version Systems (CVS)

**CAD Tools** Tanner suite, ModelSim, Xilinx

## AWARDS/EXTRA-CURRICULAR ACHIEVEMENTS

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Awards in competitive gaming tournaments  
Drummer for an alt-rock band "Psychrome"

Completed five projects on Digital Media Production  
1<sup>st</sup> place in the national Mathematics Olympiad Contest