Gameshastra Expands Management Team Brings Bjorn Book Larsson as VP Game Development and CTO

Bjorn, is an Architect of Internet's First Tournament Game System

HYDERABAD, India — Mar. 28 (SEND2PRESS NEWSWIRE) — Gameshastra, one of the world's leading providers of Game Development Services, today announced the appointment of Bjorn Book Larsson as VP Game Development & CTO. In this role, Bjorn will oversee Gameshastra's new game services initiatives and product development roadmap.

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"Bjorn Book brings years of solid experience in game development management and is an ideal complement to our strong engineering team. His proven ability to architect and drive technology strategy will result in innovative solutions for game publishers that rely on Gameshastra's end-to-end technological excellence," Prakash Ahuja, CEO, Gameshastra said.

Prior to joining Gameshastra Bjorn Book Larsson was Chief Technology Officer at FUN Technologies Inc, a Liberty Media company. Here Bjorn led development of casual, sports, fantasy and sci-fi games across a wide range of devices and platforms (online, PC, downloads, devices, consoles and handhelds) for world-wide distribution.

"Gameshastra is in a solid position to turn into Gaming industry's leading Game Services provider world wide," Bjorn, the new CTO at Gameshastra, said. "It has a world-class facility, which addresses today's most demanding needs in Gaming Technology. I look forward to working with Gameshastra's young and highly talented team and its list of global customers to accelerate the company's rapid growth and market momentum."

As CTO of Skilljam.com that Bjorn co-founded in 1999, before moving to FUN, he architected one of the Internet's first tournament game systems, which became the skill game platform of choice for Intermix Media, Microsoft, DirecTV, Virgin Games, AOL, Real Networks, Lycos Europe, Excite, GSN, RIM and T-Online, at its peak reaching over 10 million of registered tournament players. In March 2006 Liberty Media bought a controlling interest in FUN for $200 million USD.

Bjorn holds a BS degree in Mathematical Sciences and Computer Science from UNC-Chapel Hill.

About Gameshastra
Game Shastra's Game Development Division provides outsourced game services that range from individual game components to complete end-to-end games. It has successfully handled outsourced services for games for leading publishers and development houses globally. The company has a state-of-the-art Game Services center in Hyderabad to extend development, testing and Art services for all the gaming platforms — Consoles, Handheld, Mobiles and Online.

More information: www.gameshastra.com.

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