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### **Vlad Stamate,**

an American computer scientist, software and game developer with Romanian roots. He studied at [Politehnica University of Bucharest](#) and graduated in CS with a B.Sc. degree in [graphic design](#) from [Richmond, The American International University in London](#) in 2001. Actually affiliated with [Apple](#), Vlad Stamate worked in the [R&D](#) department of [Sony Computer Entertainment America](#), leading the [GPU](#) performance analysis software team for the [Playstation 3](#) console, and as an engineer for [Imagination Technologies](#) taking part in developing [OpenGL Linux](#) drivers <sup>[1]</sup>. He has published various articles of the advanced rendering techniques book project *ShaderX* <sup>[2]</sup>, and started chess programming in 2006 on a program called *ps3chess*, followed by *ps3chess2*, *fastthink* and in January 2009, [Plisk](#) <sup>[3]</sup>.

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### **2009**

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## References

1. [^ ShaderX6 Programming - About the Authors](#)
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