

GameShastra appoints its Chief Creative Officer

Hyderabad, India, June 2007: GameShastra today announced the appointment of Satya Murthy as the company's chief creative officer. As chief creative Officer Satya Murthy will oversee the full content creation and production offering from GameShastra. He will focus on execution of GameShastra's key strategic goals, including delivering brilliant creative work to its global clients.

"We look forward to tapping Satya's talent to drive the success of our creative services team" Prakash Ahuja, CEO, GameShastra, said, "We are confident that our future projects will be much more innovative and entertaining."

Satya has always been excited about Games. In his previous assignment he worked with Lego Toys and Disney Imagineering in Animatronics and Toy Design. Later, he moved to Australia to work projects like The Scorpion King, Lord of the Rings, and Blade-II. Satya was one of the core designers on LOTR projects.

"The opportunities for growth at GameShastra are boundless right now from both a creative and business perspective," said Satya Murthy "GameShastra employs some of the most talented game development professionals in the world, and I am delighted to be part of this immensely creative team and I look forward to further bring their creative visions to a broad spectrum of consumers across the globe." Satya Murthy said

In 2004, Satya served as Head of Animation and Media Services at Nipuna Services Limited, a subsidiary of Satyam Computer Services (NASDAQ:SAY, SIFY), where he founded the Animation Division. Before joining GameShastra, he worked with Black Eye Peas, John Legend, and The Game as VFX director on some of their videos.

Satya holds a Product Design Degree from National Institute of Design.

You can get his profile on <http://www.linkedin.com/in/satyamurthy>

About GameShastra

GameShastra has been involved in game testing and related services for over two years, and have successfully handled the testing of numerous games for leading publishers and development houses globally. The company has opened a state-of-the-art Game Services center in Hyderabad to extend testing services for all the gaming platforms – Consoles, Handheld, Mobiles and Online and offers testing – Functionality, Compatibility, Game-play, Certification. GameShastra develops games for the Wii, Xbox 360, PC, Mac, Web, PSP and Nintendo DS, and also provides game testing, game art and 3D animation services. For more information visit <http://www.gameshastra.com/>