



SARBAJIT MUKHOPADHYAY

GAME DEVELOPER



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[Portfolio](#)

ABOUT ME

Software Engineer with a passion for developing web and mobile applications. Experienced in working within agile teams to build efficient and scalable solutions.

SKILLS

- **Game Engines** : Unity, UE5
- **OOP (C#, C++, Java)**
- **Product Management**
- **Technical Documentation**
- **XR Development (Quest, Pico, Vuforia)**
- **Multiplayer Networking**
- **Shader Programming**
- **DBMS**
- **Git & GitHub**

CERTIFICATIONS

- ▶ **Unity Certified Associate Programmer (2022)**
- ▶ **HPGG02 : A Complete Guide to Game Design (2025)**

EDUCATION

- **MS IN CSE** [2023 - 2025]
Scaler Academy (Remote)
- **INTEGRATED M.TECH** [2015 - 2020]
Kalinga Institute of Industrial Technology (KIIT)

WORK EXPERIENCE



SENIOR GAME DEVELOPER

theidlemind

[Jul 25 - Present]

Casual Zombie Shooter : Before Dawn

- End to end development with Playfab Backend.
- Pixel Streaming for WebGL cross-platform play, Arcware and UE5.

Cross platform Tower Defense - Tower Defender

- Developed Economy, Inventory and Cross-platform Save system.



TECHNICAL TRAINER & SME

FACEprep Campus

[Nov 24 - Jun 25]

Alliance University - MCA & BCA

- Handled Core OOPL for Java, UI/UX Design fundamentals.
- Handled Game Design (MCA) and Game Development (BCA) elective subjects.
- Maintained documentation and Delivery Plans for Courses.



UNITY DEVELOPER : XR

8Chili Inc.

[Jul 23 - Sep 24]

- Developed Tween behaviour to replace DoTween Library
- Designed and Implemented Scene state flow and XR Interaction for ~500 objects across 3 different projects and use cases.



UNITY GAME DEVELOPER

Adcrack Media (Anarchy)

[Apr 22 - Jun 23]

- Utilized 100 Mocap Animations to build Rigs
- Used Photon Fusion and Chat SDKs for MMOTPS



JUNIOR UNITY DEVELOPER

Sociograph Solutions (DaveAI)

[Feb 21 - Mar 22]

- Implemented Camera System, Post Processing for VR Showrooms for Oculus Quest.
- Learned Atlas Baking and Lighting Techniques.