SARBAJIT MUKHOPADHYAYA

Game Developer & Designer

Game Developer and Novice Designer, searching a stable yet challenging environment to further my understanding of Game Development & System Design.

Work Experience

Anarchy Games (Adcrack Media Pvt Ltd)

Unity Game Developer   [April 2023 - June 2023]

3D Battle Royale Shooter ([Anarchy](#)) for Android.
- Used Photon Fusion, Voice and Chat Libraries and applied Networking principles.
- Used MoCap Assets to create Various State Animations with BlendTree and Animation Rigging Package to make them re-usable.
- Used Asset Store Minimap Packages.
- Used Scriptable Objects, Audio Mixer for Audio Design.

IgluLabs Software Pvt Ltd.

Unity Developer   [Jan 2023 - April 2023]

2D Projects on WebGL for e-learning projects for various client requirements.
- Used PUN2 and Networking principles

Sociograph Solutions (DaveAI)

Unity Developer [August 2022 - November 2022]

Worked on Metaverse Projects for WebGL and Android platforms for Virtual Reality (Quest) with Various Clients.
- Worked on Interaction Design for Showrooms
- Implemented camera systems and Post-Processing for NexaVerse Showroom

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✉️ wirelessbramhan@gmail.com

○ The Idle Mind (Portfolio)

Location : Bengaluru, Karnataka, IN.

Titles worked on

- Gigaya ([Unity Sample](#))
- The Heretic ([Unity Demo](#))
- Grim Knight ([Steam](#))
- [Anarchy](#) (Android)

Skills

- Narrative Design
- Rapid Prototyping
- Sound Design
- Object Oriented Programming
- Technical Documentation
- Interpersonal Skills

Education History

Scaler Academy (InterviewBit Technologies Pvt Ltd) **[March 2023 - Present]**

Upskilling and Review of Programming Skills
- Review of Data Structure and Algorithms, Basic Problem Solving Skills, SOLID principles.
- Review and learning of High and Low Level System Design.

Unity (Unity Learn & Unite Now)

Associate Programmer & Level Designer Trainee [December 2020 - 2022]
Trained under Unite Learn as an Intern to learn OOP for GameObject Behaviours and Rigging as a Technical Artist. Learnt Life-cycle of Development.
- Shader Theory and HLSL(Shader and VFX Graph).
- Lighting Fundamentals and Render Pipelines.
- Greyboxing and Rapid Prototyping (Probuilder)
- Networking and Version Control (Git)

Kalinga Institute of Industrial Technology (**KIIT**) **[2015 - 2020]**

Integrated Master of Technology (M. Tech & B. Tech)
- Majored in Environmental Technology

Certifications

- Unity Certified Associate Programmer (UCAP)
- Basics of Object-Oriented Programming (Udemy)
- RPG Core Combat Creator (Udemy)
- Metagenomic Analysis workhop by PhiXGen Ltd at INSCR International Conference (2018)

Volunteer Work and Interests

- **Team Member**, **AIESEC in India, Local Chapter, AIESEC in Bhubaneswar**, incoming Global Citizen Department (iGCDP) [2016-2018]

Extracurricular Achievements

- 2nd at Dew Arena '18 (APAC), Mumbai (Call of Duty)
- 1st at ESL Kolkata '18 (Call of Duty)
- 2nd at Wissenair '19, IIT-Bhubaneswar (Call of Duty)
- 1st at Warzone (KIIT) '19 (Call of Duty)