

Contact

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in [Linkedin](#)

Live Titles

- [Before Dawn \(WebGL\)](#)
- [Grim Knight \(Steam\)](#)

Education

[2023 - 2025]

Masters in Computer Science

Scaler Academy (Remote)

[2015 - 2020]

Integrated M.Tech in Biotechnology

KIIT University, Odisha.

Skills

- **Unity Engine (C#, Node Graph)**
- **Unreal Engine (C++, Blueprints)**
- **Multiplayer Networking (Photon, Mirror, Netcode)**
- **Backend : Azure Playfab, Firebase**
- **Database Management**
- **Shader Programming**
- **Version Control (Git)**

Certifications

- [HPGG02.en: A Complete Guide to Game Design \(2025\)](#)
- **Unity Certified Associate Programmer [2022]**

SARBAJIT MUKHOPADHYAY

Game Developer

Experienced Software Engineer specialized in UI development and Shader programming, searching for a supportive environment aligned with my professional values, and supporting my professional growth.

Work Experience

○ [Nov 2024 - Present]

theIDLEmind interactive

Senior Software Engineer

- Casual Zombie Shooter : [Before Dawn](#)

Lead team for MMO Upgrade with Azure Playfab Intergration.

- Pixel Streaming for WebGL cross-platform play, **Arcware and UE5.**
- Cross platform Tower Defense - **Tower Defender**

Developed Economy, Inventory and Cross-platform Save system with UI Design & Firebase Integration.

○ [Sep 2023 - Oct 2024]

8chili Inc. (TriOcula Technologies)

Unity Developer : XR Simulations

- Developed VR Simulations for medical and Industrial training on Meta Quest 2 Pro devices.
- 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.

○ [Apr 2022 - Aug 2023]

Anarchy Games (AdCrack Media Pvt Ltd)

Unity Game Developer

- Used Photon Voice and Chat Libraries along with Audio Mixing and 3rd party assets to Implement Audio system.
- Utilized pre-existing Mocap Animations to build Re-usable Animation Rigs for Various Humanoid and Procedural actions.
- Designed Audio for MMOTPS Battle Royale gameplay

○ [Jan 2021 - Feb 2022]

Sociograph Solutions Pvt Ltd. (DaveAI)

Junior Unity Developer

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