DIBAS DEBNATH

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Portfolios - https://dibasdebnath.github.io/Portfolio | https://github.com/DibasDebnath

PROFILE SUMMERY

- 3+ years of experience with Unity using C# across both mobile and PC platforms, with 10+ published games both professionally and personally.
- 4+ years of experience with Cocos using JavaScript for web platforms, having professionally published 15+ games, including Facebook Instant Games.
- 1+ year of personal experience with Unreal Engine using Blueprint and C++ for mobile platforms; published an infinity runner game in 2017 featuring Google Achievements and leaderboards.
- Developed a Unity multiplayer game in 2020, utilizing Firebase for database management.
- Specialized in game mechanics development, AI, complex data management systems, multiplayer services, and project management.

WORK EXPERIENCE

Game Developer
Variant Group | Toronto, ON, Canada | April 2021 – November 2024

- Published 15+ web-based games using JavaScript, showcasing creativity and technical expertise.
- Developed 30+ prototype game mechanics for evaluation and iteration.
- Conceived and documented brain training game ideas, ensuring clear communication and effective development.
- Managed project timelines from initiation to publication, ensuring deadlines and quality standards are met.
- Innovated in game mechanics development, including complex dynamic scoring systems and collaboration with artists on visual elements and particle systems.

Game Developer (Contract)
Good Boy Games | Toronto, ON, Canada | May 2020 – October 2020

- Designed the base architecture for a strategy RPG PC game, focusing on foundational systems and scalability.
- Implemented dynamic level and map generation based on player statistics and game difficulty.
- Developed a Player Stats and Data Management System, enhancing game data tracking and user experience.
- Created dynamic visuals and environmental effects, contributing to immersive gameplay.
- Delivered high-quality results efficiently, meeting project goals and expectations.

Game Developer
Pechas Game Studios | Dhaka, Bangladesh | November 2019 – December 2020

- Developed 15+ hyper-casual and casual mobile games, contributing to the studio's diverse portfolio.
- Collaborated with experienced developers and designers to produce high-quality work within deadlines.
- Engaged with publishers such as Lion Studios, Good Job Games, and Green Panda, with multiple games undergoing testing phases.
- Utilized Unity, Cocos-2D, and Lib-GDX in C#, JavaScript, and Java, demonstrating versatility in programming languages and game engines.

EDUCATIONAL BACKGROUND

Business Analytics (Graduate Certificate)
CGPA – 3.70 Seneca College | Toronto, ON
September 2020 – April 2021

Project Management – IT (Graduate Certificate)
CGPA – 3.10 Seneca College | Toronto, ON
January 2020 – August 2020

Software Engineering (Bachelor of Science)
CGPA – 3.60 Daffodil International University | Dhaka, BD
May 2015 – April 2019

SKILLS & PROFICIENCIES

Programming Languages: C#, JavaScript, C++, Java, C, PHP, Python, Oracle PL/SQL

Game Engines: Unity 3D, Unreal Engine, Cocos Creator, LibGDX (Android Studio)

Technology Stack: MERN Stack (MongoDB, Express, React, NodeJS), MySQL, PHP

Management tools: Microsoft Project, Microsoft Teams, Trello, Slack

Development Methodology: Agile, Scrum, Prototyping, Waterfall

Version Control: GitHub, Source Tree/Bit bucket

Other: Microsoft Word, Excel, PowerPoint

Special Tools: Unity Machine Learning - Agent, Tensor Flow

OTHER ACHIEVEMENTS

AI Research: Conducted extensive research on Artificial Intelligence with a focus on Machine Learning techniques such as Reinforcement Learning and Imitation Learning, utilizing Unity ML-Agents for a research paper on AI in game development.

Analyst Competition: Participated in the SAS Safe Road Competition as an Analyst, applying data preparation and visualization techniques using Tableau to analyse and present insights.

Hackathon Experience: Led a team as Project Manager at the Seneca Hackathon 2020, where we developed a food delivery system from concept to implementation.