

Suman J. Biswas

Game Developer | Technical Artist

Turning ideas into gameplay, problems into tools, and chaos into working builds.

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GitHub: <https://github.com/SJB-12>

1+

Years
Experience

3+

Completed
Projects

200K+

Users
Impacted

About Me

Unity developer focused on gameplay, interactions, UI, and smooth-feeling player systems – passionate about clean code and polished features. I enjoy creating responsive controls, intuitive UI flows, and small gameplay details that make the experience feel alive.

Alongside core gameplay work, I've also contributed to VR interaction features, scene logic, tools development, and performance improvements. I contributed to an internal AI gameplay testing prototype that could auto-play a cricket game using scene detection and timing logic.

My goal is simple: make gameplay smoother, interactions natural, and development faster for the team – one solid feature at a time.

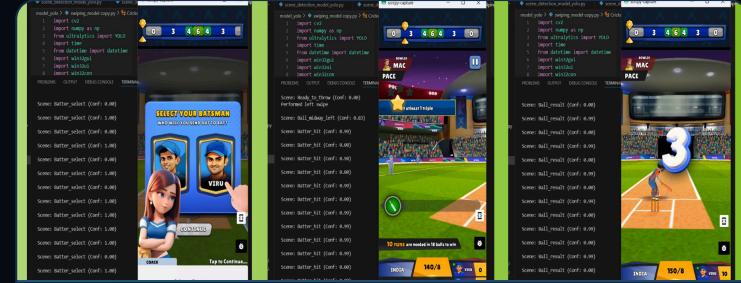
Projects



Subko Forest VR Environment

Unity Meta VR SDK C#

A stylized VR forest environment built with immersive lighting, interactable props, and smooth VR movement mechanics. Designed to run optimally on Meta Quest hardware while maintaining a polished, atmospheric feel.



WCPL Game Tester Using Scene Detection & YOLO

Python YOLO

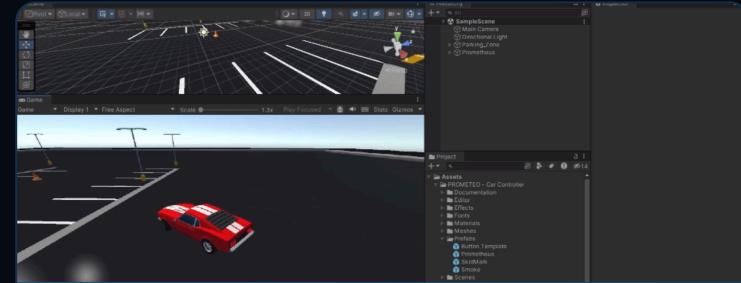
A prototype that uses YOLO-based scene detection to automatically test the WCPL cricket game. It reads game visuals, detects ball timing, and performs swiping actions to hit shots at the perfect moment, automating repetitive gameplay testing.



Cricinshots Game Assets

Unity Blender

Created 200+ optimized 3D assets for the Cricinshots cricket game, including props, environment pieces, and gameplay elements. Ensured all models were optimized for mobile performance, matched the art style, and integrated cleanly into Unity.



Car Mechanics Prototype

Unity C#

A Unity-based car controller prototype featuring smooth acceleration, responsive turning, and natural drifting behavior. The system uses tuned wheel-collider physics, handbrake-activated drifts, and speed-based steering to make driving feel dynamic and fun while still grounded and controllable.

Skills

Programming

C#

Python

HTML / CSS

Software

Unity

Blender

Figma

GitHub

Specializations

Gameplay
Programming

VR Systems

UI / UX

Technical Art