SUMAN J. BISWAS

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SUMMARY

Game Developer with experience in building gameplay features, refining interactions, and optimizing scenes across multiple projects. Worked on games downloaded by 300K+ players, improving visual quality and in-game performance through strong technical and pipeline understanding. Helpued build an AI-based automated testing prototype using scene detection to streamline internal QA processes. Has experience with VR systems and continues to expand technical depth and problem-solving skills within game development.

KEY SKILLS

Unity Engine, Blender, Figma, C#, Python, HTML, CSS.

WORK EXPERIENCE

Game Developer | Freelance   **Aug 2025 – Present**

- Worked on gameplay features across projects, including interaction logic and UI improvements.
- Developed VR components such as video playback, player controller updates, always-facing UI, and external-path video loading.
- Focused on optimization through lightmap baking, improving asset efficiency, and refining scenes for stable performance on target devices.

IoT Engineer | Web Inn   **Feb 2025 – Aug 2025**

- Developed IoT systems using ESP32, GPS modules, and sensors for real-time vehicle tracking and monitoring.
- Designed and tested electronic circuits and hardware setups for various automation projects.

Game Developer | Wega Labs   **Jan 2024 – Jan 2025**

- Developed gameplay features in Unity using C#, including mechanics, physics, and AI behaviours.
- Integrated assets and animations while working closely with artists and designers to match the creative vision.
- Coordinated testing and validation during release cycles to ensure smooth builds.

3D Artist Intern | Cricinshots   **Apr 2022 – Dec 2023**

- Created and optimized 200+ 3D assets (characters, props, environments) for games downloaded by 300K+ users.
- Enhanced visuals through lighting, effects, and 60+ animations for gameplay and promotional content.
- Improved overall game performance by reducing poly counts, optimizing textures, and refining assets across multiple device types.

EDUCATION

Bachelors of Electronics and Communication Engineering   **Aug 2021 – July 2025**

MIT-World Peace University, Pune | CGPA: 9.27

PROJECTS

Automated Game-Testing Prototype (AI + Scene Detection)

- Built a prototype that could automatically play the *World Premier League* cricket game by detecting the ball and swiping at the right moment.
- Trained a YOLO model using multiple gameplay videos and set up reinforcement learning where the system earned rewards for correct swipes.
- Wrote the full logic in Python, handling object detection, swipe timing, and repeated test runs so the prototype could play on its own.

Cricinshots Game

- Created optimized 3D assets for the game, including characters, props, and full environments.
- Reduced poly count, cleaned topology, and adjusted textures to keep the game running smoothly on mobile devices.
- Made 40+ animations for gameplay and promotional use, ensuring everything worked correctly inside the engine.