

Sayan Chanda

Game Developer

☎ +91 9108175394 📍 Bangalore 🔗 LinkedIn 🌐 Portfolio 🏆 LeetCode 🐙 Github
✉ sayanchandaofficial4@gmail.com

PROFILE

Game developer with over 5 years of experience in the gaming industry. Proficient in a wide array of skills related to the development of 2D and 3D games.

SKILLS

Languages: C#, C++, Java

Developer Tools: Unity, Git, Perforce, Jira, Miro, Qodana, Rider, Visual Studio, VS Code

Competencies: Data Structures, Algorithms, System Design, Problem-Solving, Object-Oriented Programming, REST API, Design Patterns, SOLID, Agile, Scrum, Unit Testing, Integration Testing.

PROFESSIONAL EXPERIENCE

Sun Technologies 03/2020 – present | Bangalore
Game Developer

- Responsible for the development and maintenance of the unity implementation of a 3-engine middleware project, ensuring seamless functionality across server and game client components.
- Revised, modularized, and updated old codebases to modern development standards, improving functionality.
- Led the development of specialized frameworks, maximizing code reusability across multiple implementations.
- Involved in the Full cycle development process from concept to publishing.
- Consistently delivered high-quality, optimized code, ensuring smooth gameplay across platforms while actively debugging and resolving issues to enhance the user experience.
- Collaborated with multiple game studios and cross-functional teams to ship games on various platforms, participating in game design and providing solutions to development challenges while meeting project timelines.

PROJECTS

Jolly Rogers Pirates Rumble 2024
Arena fighting pc game.

- Worked on the implementation of power ups, enhancing gameplay variety and user engagement.
- Responsible for optimizing game loading time, integrating controllers support, code refactor, bug fixes, resolving issues related to gameplay mechanics, user interface.

Cut Drop Strike 2022
Puzzle mobile game

- Responsible for developing the core gameplay features, UI, and power-ups.
- Created a level generator tool for designers to create and modify levels.

Online Game Services SDK 2022 – present
Client Project

- Designed and developed an SDK architecture enabling online features for games, including implementation of secure authentication and authorization for protected communication between components.
- Collaborated on workflows, specifications, and requirements with other teams; optimized API and SDK performance and resource capabilities; conducted comprehensive testing (functional, integration, and load) to find and resolve issues before deployment.

Data Parsing plugin 2023
Client project

- Designed and developed a generic system for parsing and processing JSON data, optimized for efficient handling of large data volumes.
- Implemented a modular and extensible architecture, ensuring seamless integration with new data sources without extensive modifications to the core codebase.

EDUCATION

Bachelor of Science in Game Development 2017 – 2020 | Bangalore
Icat College