Sayan Chanda

Senior Game Developer

📞 +91 9108175394 📍 Bangalore in Linkedin 🔗 Portfolio ⟨ LeetCode ◯ Github

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PROFILE

Game developer with over 4 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