



# Sibasis Rath

## Professional Goals

Games are more than just entertainment; they're a platform to push technology. With a passion for graphics, coding, and innovation, I've spent 1.5 years in game development, eager to grow and contribute as a strong asset to a game dev team.

## Get in touch!

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### Links

[LinkedIn](#) || [Portfolio](#) || [GitHub](#)

## Skills

- C++ , C#
- Unity Game Engine
- Designing modular Game Architecture
- Implementing Frame works
- Developing Tools and side Systems for games

## Education

- Full Stack Game development, Outscal (2023-2024)
- Bachelor of Technology in computer Science and Engineering (C. V. Raman Global University) (2018-2022)

## Certifications

- [Unity Junior Programmer](#)
- [Aws Partner Accreditation](#)
- [Design Skill Academy](#)

## Achievements

- Got 10th position in World Skill, Russia in graphics designing.
- Silver medalist in graphics designing State Skill competition 2021.
- Fulfilled all the design requirements for National Women's wedding league 2020 organized by our university as Design Secretary of CSE society.

## Work Experience

### Junior Associate Technology

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- Developed and maintained Spring Boot applications following the Microservices Architecture, ensuring scalability and modularity.
- Designed and implemented software prototypes to validate concepts and streamline development.
- Worked with SQL & H2 databases, leveraging Docker networks for efficient containerized environments.
- Ensured code quality and security using SonarQube, and wrote robust unit tests with JUnit to maintain high test coverage.
- Integrated Jenkins CI/CD pipelines for automated builds, testing, and deployment, enhancing development efficiency.

## Projects

### Parkour Game (Unity C#)

[GitHub](#)

- Developed a parkour-based survival game where players escape rising floodwaters and rescue animals.
- Implemented environment scanning, animation retargeting, and target matching for seamless player movement.
- Designed a robust game architecture using dependency injection, object pooling, and MVC principles.
- Optimized animations and transitions for a fluid player experience.

### Command Tactics (Unity, C#)

[GitHub](#) || [Playable](#)

- Created a turn-based tactics game utilizing the Command Pattern for flexible and modular gameplay. It is a local duo game.
- Implemented UI, action queuing, smooth turn transitions. with undo and re-watching features.

### Side Systems for Games (Chest, Inventory, Shop, Save/Load)

- Built modular side systems including a chest system, inventory management, and a shop.
- Implemented a save and load system to persist player data.
- Ensured scalability and reusability for integration into different game projects.

### Multi-Ticket Booking System

[GitHub](#)

#### Demo project || (Spring Boot, Microservices)

- Developed a cloud-based ticket booking system with a microservices architecture.
- Designed and deployed REST APIs for seamless client-server communication.
- Managed Docker networks, MariaDB, and cloud deployment, ensuring high availability and performance.