



ABOUT ME

Passionate game developer, completing Master's degree in Game Technology from ICAT Design & Media college. Having 4+ years of corporate experience as a digital designer in website design and development, I developed a keen eye for user interface designs, graphics and programming.

# DEVDEEP BANERJEE

GAME DEVELOPER

## EDUCATION

### Contact Me

-  +91-9916267332
-  devdeep01@gmail.com
-  devdeep.netlify.app
-  github.com/devdeep14
-  /devdeep-banerjee

### Game Engine & Code Skills



### 3D Model & Graphics Skills



### Hobbies



### ICAT Design & Media College | 2021 - 2023

#### MASTERS IN GAME TECHNOLOGY (MSc)

- Completing masters in game technology from ICAT design & media college, affiliated to Alagappa University
- Learnt the basics of game design challenges & development process along with game engines such as Unity & Unreal with fundamental tools like Maya & Substance 3D
- For final year project, working on an action-adventure FPS shooter game with sabotage missions on the backdrop of Kashmir, India.

### Bangalore University | 2013 - 2016

#### BACHELORS IN COMPUTER APPLICATION (BCA)

- Completed graduation in computer science from City College - Jayanagar, affiliated to Bangalore University
- For final year project, created fully-functional insurance website which consists of purchase, claim & renew policy sections to manage user's account

## WORK EXPERIENCE

### Element14 | Sept 2019 - Sept 2021 (2 yrs 1 mo)

#### DIGITAL DESIGNER

- Part of Global Creative Services team, designing & developing marketing campaigns for element14 APAC & clients based in Farnell EU & Newark NA
- Creating form integrated landing pages and designing homepage leaderboard, supplier-funded banners / product slots and merchandising eSpot banners
- Brand reviewed marketing campaigns deployed across 42 sites in 26 languages, also worked in Adobe Target A/B testing for analyzing campaign results

Seeking an opportunity to enter the gaming industry having proficient knowledge in Game Development tools such as Unity and Unreal game engines. Also, worked in 3D modeling tools like Maya and Substance 3D.

## Technical Skills

Programming : C, C++ and C#

GameDev tools : Unity Game Engine

3D Model tools : Maya & Substance 3D

WebTech tools : HTML, CSS & Bootstrap

Graphics tools : Photoshop & Illustrator

UI tools : Adobe XD & Figma

Version Control : Github & TortoiseSVN

## Non-Technical Skills

- Excellent communication & presentation skills.
- Strong analytical and problem solving abilities.

## CRMIT Solutions | July 2017 - July 2019 (2 yrs 1 mo)

### WEB & GRAPHICS DESIGNER

- Designing, developing and maintaining company website along with creating marketing emailer campaigns and product landing pages
- Creating visual imagery for company branding, creating corporate brochures, whitepapers, infographics and marketing slides

## COURSES & CERTIFICATIONS

### Unity Technologies - Udemy | 2022 - 2023

#### ULTIMATE GUIDE TO GAME DEVELOPMENT

### GameDev.tv Team - Udemy | 2022 - 2023

#### COMPLETE C# UNITY GAME DEVELOPER 2D & 3D