

Shuban Biswas

Cloud Computing & GameDev Enthusiast

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PROFILE SUMMARY

Computer Science Dual Degree (Year 1) student with a solid foundation in programming, networking, and cloud fundamentals. Passionate about automation, game development, and cloud ops with hands-on experience in Python, Godot/GDScript, and Multi-Agent Simulations. Quick learner eager to contribute and innovate.

SKILLS

Professional Skills: Curiosity for ML Research & Automation | Problem-Solving
Rapid Learning | Teamwork & Communication

Technical Skills: Python | GDScript | C++/ASM | Bash | WebStack
SQL/NoSQL [Azure/Supabase] | AWS | Steam-Networking
ML Gamedev | Cloud Gaming | Real-Time Protocols

PROJECT EXPERIENCE

Meme Generation via MOYA Pipeline

HackIIIT MontyCloud Sponsored Hackathon

Developed an automated pipeline to transform chat history, user-prompted links, or essays into meme videos. The pipeline executes: Context Extraction | Humor Classification | Template Selection | Humor Synthesis & Verification | Meme Image Generation | TTS & BGM Generation | Video Compilation.

Arcade Game Neural Network Training

Godot 4.x + Python Project

Created arcade games (e.g., Minesweeper, Tic Tac Toe) in Godot and optimized neural networks to interface efficiently with the engine, enabling effective gameplay learning geared to outperform conventional algorithms.

Parking Lot Simulation and Reservation Webapp

IoT & Web Architecture Project

Engineered a Godot-based simulation of a parking lot paired with a mobile webapp. Designed a secure architecture for data authentication, management, and optimized real-time networking to display and reserve available spots.