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SHUBHAJIT SAHA

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EMPLOYMENT

Independent Consultant   **Upwork**   **OCT 2018 - PRESENT**
· Solution Architect for AI/ML, Blockchain, AR/VR Games, UI/UX, iOS/Android Apps Experience.

SDE III   **AgricxLab, Bengaluru**   **JAN 2018 - OCT 2018**
· Implemented redesign of the website, storefront for customers, and architecture for multiple customer categories in a single tenancy.
· Automated deployment by implementing CI/CD for Bitbucket Pipelines which resulted in a 96% faster page load while using CDN for assets rendering.

CEO & Founder   **RhymeTek, Bengaluru**   **APR 2015 - DEC 2017**
· Rime was a content aggregation platform that allowed creators to build and host blogs.
· Led the entire product development lifecycle from ideation to design to development based on constant feedback from early adopters.
· Successfully implemented a content marketing strategy that was bringing 90% of the organic traffic.

Sr Project Technical Assistant   **IDC IITB, Mumbai**   **JAN 2013 - MAR 2015**
· Redesigned and built Dsource e-Kalpa from HTML publishing to WordPress CMS.
· Developed a storytelling platform "String Your Story", the idea was to collaborate with a different mix of artists and create stories of multiple interpretations.
· Developed a robust document image analysis & recognition system for printed Indian scripts with gamified OCR consortium.

Jr Gameplay Programmer   **Ubisoft, Pune**   **OCT 2011 - DEC 2012**
· Worked on Far Cry Classic PS3 & X360 which is a port of the first Far Cry developed by Crytek 2004.
· Improved 3C (controls, camera, and character), shooting mechanics, in-game physics for vehicles, sector streaming, environment interactions.
· Implemented aim assist, responsive HUD, PS3 Move Motion controls, and Xbox 360 TCR.

EDUCATION

BE Civil Engineering   **IIEST, Shibpur**   **2007 - 2011**
· Undergraduate Thesis "Application of GIS in Rural Road and Habitation Mapping". Developed a habitation database and rural road network database at the block level.
· First Class 75.9%

ACHIEVEMENTS

▪ Winner of First Pitch 2013, E-Cell Eureka IIT Bombay among 120 participants.
▪ Excellence award 2012 at Ubisoft, for extraordinary performance in a year.
▪ Won Intel Level Up 2011 Best Education Game among 147 game demos entered from 35 countries.
▪ Co-Founded BitSits Games, an Independent Game Dev Studio in 2010 which published 5 game titles on WP Marketplace and a demo on Steam.
▪ Won 8 Tech Fests in the Software Design category including Tryst IITD, Kshitij IITK, and BITM.

LANGUAGES AND TECHNOLOGIES

NodeJS, Objective C, PHP, JavaScript, MySQL, HTML, CSS, C#, C, C++, Lua, Java
Unity3D, Google (TensorFlow, DialogFlow), CodeIgniter, Zend, AWS (Lex, OpsWorks, EBS, RDS, S3, SQS, CF, Lambda), OpenGL, XNA, .NET, Git, Adobe (Illustrator, Premier, Dreamweaver, XD)

PUBLICATIONS

[1] S. Saha, G. Paul. "On effective Sharing of User Generated Content" in the proceedings of ACM APCHI 2013. Bengaluru, India.
[2] M. Agarwal, S. Saha. "Environment Educational Game Design" in the proceedings of Grace Hopper Celebration of Women in Computing India 2011. Bengaluru, India.
[3] S. Saha, M. Agarwal. "Learning Chemistry through Puzzle Based Game: Atoms to Molecule" in the proceedings of the 9th IEEE ICETA 2011. StaraLesna, Slovakia.