

## EMPLOYMENT

<b>Consultant</b>	<b>Truventor</b>	<b>JUL 2019 - PRESENT</b>
<ul style="list-style-type: none"><li>Optimized and refactored existing code, database, and features by adding validation and security measures which resulted in a secure and stable system.</li></ul>		
<b>SDE III</b>	<b>AgricxLab</b>	<b>JAN 2018 - OCT 2018</b>
<ul style="list-style-type: none"><li>Implemented redesign of the website, storefront for customers and architecture for multiple customer categories in a single tenancy.</li><li>Automated deployment by implementing CI/CD for Bitbucket Pipelines which also resulted in a 96% faster page load while using CDN for assets rendering.</li></ul>		
<b>CEO &amp; Co-Founder</b>	<b>Rime</b>	<b>APR 2015 - DEC 2017</b>
<ul style="list-style-type: none"><li>Rime was a content aggregation platform that allowed creators to build and host blogs.</li><li>Led the entire product development lifecycle from ideation to design to development based on constant feedback from early adopters.</li><li>Successfully implemented a content marketing strategy that was bringing 90% of the organic traffic.</li></ul>		
<b>Sr Project Technical Assistant</b>	<b>IDC IITB</b>	<b>JAN 2013 - MAR 2015</b>
<ul style="list-style-type: none"><li>Redesigned and built D'source e-Kalpa from HTML publishing to WordPress CMS.</li><li>Developed a storytelling platform "String Your Story", the idea was to collaborate with a different mix of artists and create stories of multiple interpretations.</li><li>Developed a robust document image analysis &amp; recognition system for printed Indian scripts with gamified OCR consortium.</li></ul>		
<b>Jr Gameplay Programmer</b>	<b>Ubisoft</b>	<b>OCT 2011 - DEC 2012</b>
<ul style="list-style-type: none"><li>Worked on gameplay and compliance for Far Cry Classic PS3 &amp; X360 which is a port of the first Far Cry developed by Crytek 2004.</li><li>Translated PC Gameplay mechanics to console and PS3 Move Motion controller, implemented aim assist, responsive HUD for HD and CRT TV.</li></ul>		

## EDUCATION

<b>Shibpur, WB</b>	<b>IEST</b>	<b>2007 - 2011</b>
<ul style="list-style-type: none"><li>B.E. in Civil Engineering. First Class 68.4%</li><li>Undergraduate Thesis "Application of GIS in Rural Road and Habitation Mapping". Developed a habitation database and rural road network database at the block level.</li></ul>		

## ACHIEVEMENTS

- Winner of First Pitch 2013, Eureka IITB 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 1 demo on Steam.
- Won 8 Tech Fests in the Software Design category including Tryst IITD, Kshitij IITK, and BITM.

## LANGUAGES AND TECHNOLOGIES

PHP, JavaScript, MySQL, HTML, CSS, C#, C, C++, Lua, Java  
CodeIgniter, AWS (EBS, RDS, S3, SQS, CF, Lambda), OpenGL, XNA, .NET, Git, Adobe Illustrator

## 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.