Bengaluru, India
https://github.com/suvozit

SHUBHAJIT SAHA

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EMPLOYMENT

Consultant	Truventor	JUL 2019 - PRESENT

- Optimized and refactored existing code, database, and features by adding validation and security measures which resulted in a secure and stable system.

SDE III	AgricxLab	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 also resulted in a 96% faster page load while using CDN for assets rendering.

CEO & Co-Founder	Rime	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	JAN 2013 - MAR 2015

- Redesigned and built D'source 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	OCT 2011 - DEC 2012

- Worked on gameplay and compliance for Far Cry Classic PS3 & X360 which is a port of the first Far Cry developed by Crytek 2004.
- Translated PC Gameplay mechanics to console and PS3 Move Motion controller, implemented aim assist, responsive HUD for HD and CRT TV.

EDUCATION

Shibpur, WB	IIEST	2007 - 2011

- B.E. in Civil Engineering. First Class 68.4%
- Undergraduate Thesis "Application of GIS in Rural Road and Habitation Mapping". Developed a habitation database and rural road network database at the block level.

ACHIEVEMENTS

- Winner of First Pitch 2013, Eureka IITB among 120 participants.
- Excellence awardee 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.