

EMPLOYMENT

Independent Consultant	Up Work	OCT 2018 - PRESENT
<ul style="list-style-type: none">Software Architect for Chatbots AI, AR/VR Games, Blockchain, UI/UX, iOS/Android Apps Experience.		
SDE III	AgricX	JAN 2018 - OCT 2018
<ul style="list-style-type: none">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 & Founder	Rhyme Tek	APR 2015 - DEC 2018
<ul style="list-style-type: none">Rhyme 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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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	IEST	2007 - 2011
<ul style="list-style-type: none">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, 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 1 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.