

EMPLOYMENT

Independent Consultant	Upwork	OCT 2018 - PRESENT
<ul style="list-style-type: none">Solution Architect for AWS Cloud, AI/ML, Blockchain, AR/VR Games, UI/UX, iOS/Android Apps Experience.		
SDE III	AgricxLab, Bengaluru	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 resulted in a 96% faster page load while using CDN for assets rendering.		
CEO & Founder	Rhyme Tek, Bengaluru	APR 2015 - DEC 2017
<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, Mumbai	JAN 2013 - MAR 2015
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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	IEST, Shibpur	2007 - 2011
<ul style="list-style-type: none">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

Node.js, Objective-C, PHP, JavaScript, MySQL, HTML, CSS, SASS, C#, C, C++, Lua, Java
Unity3D, Google (TensorFlow, DialogFlow, Flutter), CodeIgniter, Zend, AWS (Lex, OpsWorks, EBS, RDS, S3, SQS, CF, Lambda), OpenGL, XNA, .NET, Git, Adobe (Illustrator, Premier Pro, 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. Stara Lesna, Slovakia.