

Shubhajit Saha

Artist // Entrepreneur // Streamer

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EXPERIENCE

Germin8, Mumbai — *Technical Lead*

SEP 2021 - PRESENT

- Responsible for providing expertise in the software development life cycle, from concept, architecture, design, implementation, & testing.

Technologies Used: Java | SpringBoot | Angular | MongoDB | GCP

AgricxLab, Bengaluru — *SDE III*

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.

Technologies Used: PHP | MySQL | CodeIgniter | jQuery | Bootstrap | Ajax | AWS

RhymeTek, Bengaluru — *CEO & Founder*

APR 2015 - DEC 2017

- Rhyme was an AI-driven content aggregation platform that allowed creators to build and host websites that sync with users' social activities.
- 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 brought in 90% of the organic traffic.

Technologies Used: PHP | MySQL | CodeIgniter | jQuery | Bootstrap | Ajax | AWS

IDC IITB, Mumbai — *Sr Project Technical Assistant*

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.

Technologies Used: C# | CPP | PHP | MySQL | CodeIgniter | jQuery | Ajax | AWS

Ubisoft, Pune — *Jr Gameplay Programmer*

OCT 2011 - DEC 2012

- Worked on Far Cry Classic PS3 & X360 which is a port of the first Far Cry developed by Crytek in 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.

Technologies Used: C | CPP | Lua | OpenGL

EDUCATION

IIST Shibpur, Howrah — *BE Civil Engineering*

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%

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.

AWARDS

- 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.
- Won 8 Tech Fests in the Software Design category in 2011 including BITM, Kshitij IITK, and Tryst IITD.
- Co-Founded Bitsits Games, an Independent Game Dev Studio in 2010 which published 5 game titles on Windows Phone Marketplace and a demo on Steam.