Suvrangshu Barua

Email: @suvrangshu   **GitHub:** SuvrangshuBarua   **Portfolio:** suvrangshubarua
Phone: (+880) 1733-309938   **LinkedIn:** Suvrangshu Barua
Address: 16/3 Babar Road, Shyamoli, Dhaka

Work Experience

Kolpoverse Studios, Dhaka Division   Mohakhali DOHS, Dhaka
Game Developer   December 2022 - Present

- Shortened production time by developing designer-friendly automation tools for core gameplay testing.
- Created **10+** prototypes as per publisher requirements.
- Developed custom shader using shader-graph and HLSL as per visual requirements.
- Performance optimization and SDK implementation.

Alpha Potato LLC, Dhaka Division   Mohakhali DOHS, Dhaka
Junior Game Programmer   January 2020 - December 2022

- Contributed as a **Gameplay** programmer, developed **10+** levels for Prank Master 3D , a prank simulation game with 50 million+ (Android & IOS) (Top Chart 3) downloads.
- Handled minor technical responsibilities for Pawn Shop Master, a casual simulation game with 35 million+ (Top Chart 4) downloads.
- Integrated SDK for performance data measurement.
- Developed quick prototypes (30+) for marketability testing on hyper casual games.
- Collaborated with project management to design levels,conceptualize games and playtest.

Education

Khulna University of Engineering & Technology   Khulna
B. Sc in Computer Science & Engineering   April 2015 – April 2019
CGPA: 3.31/4.00 (last 60 credit hours)
CGPA: 2.95/4.00 (overall)

Selected Projects

Ragdoll Stunt Hero
Type : Action, Arcade
Technical tags : Animation Rigging, Active Ragdoll

Idle Pawnshop
Type : Action, Arcade
Technical tags : Mesh Manipulation, Mesh Chunk Optimization (Divide & Conquer)

Pool Rules
Type : Narrative, Arcade
Technical tags : Animation, State Management

Skills

Advanced knowledge of C# , intermediate knowledge in python, C++
Cooperative, good adaptability
Quick Learner.