





Suvrangshu Barua

Unity developer with 4+ years of experience, including two top-charting hits.

 Gothenburg, Sweden

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 [Portfolio](#)

Leadership Role

Kolpoverse Studios

Mentor

April 2023 - June 2023

Guided a game programmer on probation to write code following company standards and teach product submission procedures

Alpha Potato Ltd

Mentor

May 2021 - November 2021

- Guided an intern in object-oriented programming, focusing on best practices and patterns
- Mentored a junior developer on game optimization and acted as project supervisor. ensuring performance improvements

Skills

Programming Language

C#, Python, C++, Javascript, Latex

Frameworks and Source Control

Git, Anaconda, Tensorflow

Game Engine

Unity, Unreal Engine 5

Soft Skills

Communication, Mentorship, Time Management, Quick Prototyping

Publications

Springer

2021

Barua A, Islam T, Alam A, Barua S. "[IoT Controlled Six Degree Freedom Robotic Arm Model for Repetitive Task](https://doi.org/10.1007/978-981-16-6636-0_32)", In 2021 International Conference on Big Data, IoT, and Machine Learning. Lecture Notes on Data Engineering and Communications Technologies, vol 95. Springer.

[https://doi.org/10.1007/978-981-16-6636-0\\_32](https://doi.org/10.1007/978-981-16-6636-0_32)

Profiles

 [suvrangshubaua](#)

 [suvrangshu\\_turno](#)

 [SuvrangshuBarua](#)

 [suvrangshu-barua](#)

Summary

I'm a passionate video game enthusiast who loves writing code, designing games, and exploring new hobbies. I thrive on solving complex problems through innovative algorithms and creative solutions. Game development is a journey that requires an extro creative mind. While challenging, the joy and engagement of players who play my games motivate me to keep pushing boundaries and creating unique experiences.

Experience

Big Bang Studio LTD

Senior Game Developer

 <https://bigbangstudio.gg/>

- Successfully developed four hybrid casual games (two of them passed soft launch), achieving an average *D1 retention rate of over 27%* and an average *playtime exceeding 1900 seconds*
- Leading and managing projects alongside a producer from concept to completion
- Collaborating with cross-functional teams to design, develop, and implement game mechanics, levels and economy
- Ensuring high-quality standards and performance optimization for all projects
- Mentoring junior developers and creating a collaborative and innovative team environment

December 2023 - Present

Dhaka, Bangladesh

Kolpoverse Studios

Game Developer

 <https://kolpoverse.com/>

- Developed user-friendly automation tools in Unity to speed up development processes and support designers
- Created prototypes for hybrid and hypercasual games to experiment with creative gameplay ideas
- Produced visually pleasing shaders using Shader Graph, compute shader, and HLSL for enhancing gameplay aesthetic

December 2022 – November 2023

Dhaka, Bangladesh

Alpha Potato Ltd

Game Programmer and Game Designer

- Contributed as a Gameplay Programmer for two top chart hits ([Prank Master 3D](#) and [Pawn Shop Master](#)) including level design and economy design
- Collaborated closely with project management on level design, game conceptualization, and playtesting, ensuring an engaging and feel-good game experience
- Rapidly prototyped 20+ hyper-casual and ultra-casual game concepts for market research, accelerating the identification of marketable mechanics and features


January 2020 – November 2022

Dhaka, Bangladesh

Education

University of Gothenburg

Game Design and Technology


 <https://www.kuet.ac.bd/>

September 2024 - Ongoing

Masters

Khulna University of Engineering and Technology

Computer Science & Engineering

 <https://www.kuet.ac.bd/>


April 2015 - March 2019

Bachelors

Certifications

Introduction to C# Programming and Unity

Coursera

 [Certificate Link](#)

May 2019