Suvrangshu Barua

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Work Experience

Kolpoverse Studios, Dhaka Division   Mohakhali DOHS, Dhaka

Game Developer   December 2022 - Present

- Creating designer-friendly automation tools in Unity for quick execution
- Developing **hybrid** & **hypercasual** prototypes
- 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.
- Handled minor technical responsibilities for Pawn Shop Master.
- Integrated SDK for performance data measurement.
- Developed quick prototypes (20+) 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.