

SARBAJIT MUKHOPADHYAYA

GAME DEVELOPER



[The Idle Mind](#)



Bengaluru, Karnataka.

CONTACT



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SKILLS

Unity Engine

Object Oriented Programming
(C#, Python, Java)

Database Management

Character Rigging

Rapid Prototyping

EDUCATION

Scaler Academy

[2023 - Present]

Upskilling and Review of Problem solving, DBMS and Full stack development

Kalinga Institute of Industrial Technology (KIIT)

[2015 - 2020]

(M. Tech & B. Tech)

Grade A, Major in Environmental Biotechnology

CERTIFICATIONS

- Unity Certified Associate Programmer (UCAP)
- RPG Core Combat Creator (Udemy)

PROFILE

Prior workplaces lacked prioritization of code documentation and organizational structure, leading me to search for a supportive environment aligned with my professional values.

WORK EXPERIENCE

Lead Developer & Technical Designer : Gaming

The Idle Mind

[Jan 2022 - Present]

Developing my own codebase showcasing classical gaming paradigms like Racing, FPP, TPP etc.

Unity Developer : XR

8Chili Inc. (TriOcula Technologies)

[July - September 2023]

Developed XR Simulations for medical and Industrial training on Meta Quest 2 Pro devices.

- Designed Tween behaviour to mimic use of DoTween Library
- Designed Scene state flow and XR Interaction for ~500 objects across 3 different projects and use cases.

Unity Game Developer : Gaming

Anarchy Games (Adcrack Media Pvt. Ltd)

[April - June 2023]

3D Battle Royale ([Anarchy](#)) on Android and iOS.

- Used Photon Voice and Chat Libraries along with Audio Mixing and 3rd party assets to Implement Audio system for upto 50 player server.
- Utilized pre-existing Mocap Animations to build 3 Re-usable Animation Rigs for Various Humanoid and Procedural actions.

Associate Programmer & Level Design Trainee

Unity (Unity Technologies)

[December 2020-22]

Trained under Unite Learn as an Intern to learn Life-cycle of Development, Roles in an Organization.