



# Sarbajit Mukhopadhyaya

GAME DESIGNER & DEVELOPER

## ABOUT ME

Indie Game Developer and Level Designer, in search of an environment to further my understanding of Game Development & System Design.

## CONTACT



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wirelessbramhan@gmail.com



[The Idle Mind](#)



Bengaluru, Karnataka, India

## SKILLS

Level Design

Rapid Prototyping

System Design

Object Oriented Programming

ARKit / ARCore

Documentation

3D Rendering

## WORK EXPERIENCE

### ● Sociograph Solutions (DaveAI)

[August 2022 - November 2022]

#### Unity Developer

Worked on Metaverse Projects for WebGL for 3D and AAndroid platforms for Virtual Reality

### ● Unity Technologies [December 2020 - 2022]

#### Associate Programmer & Level Designer Trainee

Trained under Unite Learn as an Intern to learn OOP for GameObject Behaviours and Rigging as a Technical Artist. Learnt Life-cycle of Development.

- Shader Theory and HLSL.
- Lighting Fundamentals and Render Pipelines.
- Greyboxing and Rapid Prototyping
- Networking and Version Control

### ● MindFire Inc. [November 2019- June 2020]

#### SEO Copywriter (Intern)

Learnt Search Engine Optimization and Content Development with On and Off-page SEO strategies. Prepared Mock-Up Presentations and took 3 Cases for Analysis and Thesis.

## EDUCATION

### ● Kalinga Institute of Industrial Technology (KIIT)

[2015 - 2020]

#### Integrated Master of Technology (M. Tech & B. Tech)

- Majored in Environmental Technology

## CERTIFICATIONS

- Unity Certified Associate Programmer
- Basics of Object-Oriented Programming (Udemy)
- RPG Core Combat Creator (Udemy)