

SARBAJIT MUKHOPADHYAY

Unity Developer and Novice Designer

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



Work Experience



8Chili Inc. (Triocula Technologies)

Unity Developer [July 2023 - Present]

XR Development for MedTech and Multiplayer Networking.



Anarchy Games (Adcrack Media Pvt Ltd)

Unity Developer [April 2023 - May 2023]

3D Multiplayer Shooter (Anarchy) on Android using Photon Fusion, Voice and Chat Libraries and Networking principles, as well as Audio and Combat Design.



IgluLabs Software Pvt Ltd.

Unity Developer [Jan 2023 - April 2023]

2D Projects on WebGL using PUN2 and Networking principles for e-learning projects.



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(Shader and VFX Graph).
- Lighting Fundamentals and Render Pipelines.
- Greyboxing and Rapid Prototyping (Probuilder)
- Networking and Version Control (Git)

LinkedIn:

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[The Idle Mind \(Portfolio\)](#)

**Location : Bengaluru,
Karnataka, IN.**

Titles worked on

- Gigaya ([Unity_Sample](#))
- The Heretic ([Unity_Demo](#))
- Grim Knight ([Steam](#)).

Relevant Skills

- Combat and Narrative Design
- Rapid Prototyping
- Sound Design
- Object Oriented Programming (C# and Python)
- Technical Documentation

Education History



Kalinga Institute of Industrial Technology (KIIT)
[2015 - 2020]

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

- Majored in Environmental Technology



Scaler Academy (InterviewBit Technologies Pvt Ltd) [March 2023 - Present]

Upskilling and Review of Programming Skills

- Review of Data Structure and Algorithms
- Review of Basic Problem Solving Skills
- Review and learning of High Level System Design and Low Level System Design.

Certifications

- Unity Certified Associate Programmer (UCAP)
- Basics of Object-Oriented Programming (Udemy)
- RPG Core Combat Creator (Udemy)
- Metagenomic Analysis workshop by PhiXGen Ltd
at INSCR International Conference (2018)

Volunteer Work and Interests

- **Team Member, AIESEC, local chapter, AIESEC in Bhubaneswar, iGCDP [2016-2017]**

Extracurricular Achievements

- 2nd at Dew Arena '18 (APAC), Mumbai (Call of Duty)
- 1st at ESL Kolkata '18 (Call of Duty)
- 2nd at Wissenair '19, IIT-Bhubaneswar (Call of Duty)
- 1st at Warzone (KIIT) '19 (Call of Duty)