

SARBAJIT MUKHOPADHYAYA

GAME DEVELOPER

CONTACT



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wirelessbramhan@gmail.com



[The Idle Mind](#)



Bengaluru, Karnataka, IN

SKILLS

Object Oriented Programming
(C# , Python)

Database Management

Character Rigging

Rapid Prototyping

EDUCATION

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

**Kalinga Institute of Industrial
Technology (KIIT)**

2015 - 2020

Grade A, Major in Environmental
Biotechnology

Postgraduate Degree

Scaler Academy

2023 - Present

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

LANGUAGES

English

Hindi

Bengali

PROFILE

Experienced Game Developer and Independent Designer,
skilled in narrative design and character rigging, in search of
an environment to further my understanding of Scaled
Software Development & System Design.

WORK EXPERIENCE

Unity Game Developer

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.
- Utilized pre-existing Mocap Animations to build Re-usable Animation Rigs for Various Humanoid and Procedural actions.
- Implemented MiniMap system for upto 50 Players from pre-existing 3rd party package.

Unity Developer

DaveAI (Sociograph Solutions) August - November 2022

Worked on Metaverse Projects for WebGL and Android platforms
for Virtual Reality (Quest) Experiences with various Clients.

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

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TO WHOM IT MAY CONCERN,

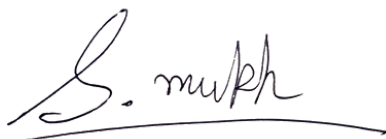
This letter is in response to the Advertised Job opportunity for Game Designer in Zynga.

As a former e-Sports Player turned Designer, my unique perspective on User Experience, Testing, and gameplay feedback loops are effective for widely varied Audiences. I am familiar with the products designed by Zynga, as well.

My core skills, which are Documenting and Rapid Prototyping coupled with Level Design, make me a Top contender for the position, I believe. I would like to develop my grey-boxing, design and teamwork skills as much as possible, with or without a specific Engine or Paradigm to use.

I would be honoured if allowed to do design experiences, for many more players by Zynga.

SINCERELY,

A handwritten signature in black ink, appearing to read "S. mukh", with a horizontal line underneath.

SARBAJIT
MUKHOPADHYAYA
