

# 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 Med-Tech learning simulations 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)

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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



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

### Upskilling and Review of Programming Skills

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



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 (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)