

SANDEEP SAHA

Technical Designer

I am a strong advocate for learning through iteration. I have honed my craft as a game designer by developing, failing and iterating on a myriad of short physics based arcade games for various publishers. As a fresher in the game design industry I am looking forward to employing my talents to develop and learn from highly polished gameplay systems.

WEBSITE

sandyloisa.weebly.com

EMAIL

sandyloisa@gmail.com

MOBILE

+1-778-862-2781

LINKEDIN

linkedin.com/in/sandeep-saha-4aa1bb64

SKILLS

- UNITY ENGINE SCRIPTING
- UNREAL ENGINE BLUEPRINTS
- JAVA
- C#
- C
- AUTODESK MAYA
- AUTOCAD
- ACTIONSCRIPT3
- JAVASCRIPT
- BOX2D
- ADOBE FLASH/ANIMATE
- ADOBE ILLUSTRATOR
- ADOBE PHOTOSHOP
- PYTHON

EDUCATION

- 2011 ● Kalinga Institute of Industrial Technology
Bachelor Of Technology in Civil Engineering (B. Tech)
GPA: 9.4/10
- 2015 ●
- 2016 ● University of British Columbia [CDM]
Masters of Digital Media (MDM)
GPA: 3.85/4
- 2017 ●

PROJECTS

JUMP'IT: Run and jump faster and further in this reflex based endless runner to climb to the top of leaderboard.

- Challenged with level variation due to limitation in production of game assets. Randomized 15 different sets of building maps with its own unique difficulty to help with sustained player engagement.
- Understood the importance of sound track to enhance gameplay experience. Jump'It was commended by a majority of players for its adrenaline pumping background music.
- Learned the impact of social engagement on gameplay retention and organic marketing through the addition of in-game leaderboard system.

LINK: <http://ow.ly/ICYo30euiwa>

PAPER VENTURE: Solve 30 levels of increasingly difficult obstacles to help the protagonist reach their destination.

- A single screen platformer game with intuitive and unique mechanic crafted to simulate the brain on each of the levels.
- Simplified controls to allow users to focus on puzzle solving over twitch skills.
- Explored the importance of character evolution through a simple story to drive user engagement.

LINK: <http://ow.ly/iLkb30euizU>

PHYSICS ROBBERY: With a vehicle and physics on your side, solve the traps and steal the safe.

- First successful attempt of using external game engine called Box2D to simulate real life physical behaviours.
- Learned to improve player progression through minute details such as vehicle types and changing weather conditions similar to AAA sandbox games.
- Paired up with an artist for the first time to create cute cartoony graphics with a humorous short backstory. This instantly opened up new ways to design levels for the game.

LINK: <http://ow.ly/3Nnj30euiDD>

SAVE THE DUMMY: Dummy, the ragdoll hates being static but is affixed to varying objects in the environment. Eliminating the traps through twitch point and click skills is the only way to let him loose.

- A unique ragdoll game experience that doesn't promote violence and negative imagery. Players instead focus on letting the dummy break free from its chains.
- Experimented with niche techniques to channel player's focus on the core objective of the game. Dummy in the game has been given a pair of eyes which appealed to the humanity of the players.
- Timer based highscore system added to increase the replayability of each level so that players with better skills can complete a level with better score. Further additions to dummy's expressions depending on player's skills could have been added to incentivize player growth.
- Rated highly by the critics and based on popular demand, the game received additional level packs after its release. The new levels learnt from the flaws and improved the puzzles.

LINK: <http://ow.ly/qphm30euiGQ>

BLIND ROAD: Drive your customizable car through the ghostly night roads with limited vision and rocky terrains to reach the final destination.

- Experimented with skill management player progression system as a design solution to improve replayability. Skill points can be used and replaced between car tuners to allow players to customize their ride for each level.
- Blind Road is a product of everything I learned from my past games and really drives gameplay through other sub-systems. For instance, simple hand-drawn graphics and carefully selected background music helped establish an eerie environment to further player engagement.

LINK: <http://ow.ly/mgSo30euiOk>

ACHIEVEMENTS

- Excellence in Technology Award: 'Save The Dummy' bagged the award at the Independent Games Festival 2013 held in Shanghai, China.

Article: <http://ow.ly/6CQ830et6k0>

- Indie Game of the Year: 'Save The Dummy' received the runner up at the NASSCOM Gaming Forum Awards 2013 in Pune, India.

Article: <http://ow.ly/NIZD30et6GC>

- Newspaper Feature: Exclusive interview published in 'Times Of India' on November 23, 2013 in Kolkata, India.

Article: <http://ow.ly/W7Lw30et6pJ>

- Undergrad Topper: Received Vice Chancellor's Silver Medal for securing the highest CGPA in bachelor of Civil Engineering.

GAME PUBLISHERS

• AGame.com

• BigFishGames.com

• MaxGames.com

• AddictingGames.com
(Nickelodeon)

• Bored.com