

SANDEEP SAHA

Game Designer/Technical Designer



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CAREER OBJECTIVE

I am a game designer looking to use my talents to help develop and polish balanced gameplay systems in interactive media. I have independently developed more than 24 games in the past few years that have been published on various publishers' web-based gaming platforms. Using my civil engineering background I have been able to craft fun and challenging physics based games that have accumulated over 50 million plays on these websites.

All the released games are playable on my website/blog: sandyloisa.weebly.com/projects.html



TECH SKILLS

ACTIONSCRIPT 3	●●●●●
C#	●●●○○
Java	●●●●○
C	●●●○○
ADOBE FLASH	●●●●●
PHOTOSHOP	●●●○○
UNITY	●●●○○
AUTOCAD	●●●○○
BOX2D	●●●●○
VISUAL BASIC	●●●○○
WORLD CONSTRUCTION KIT	●●●○○



SOFT SKILLS

COLLABORATION	●●●●○
CLIENT NEGOTIATION	●●●●●
PROJECT MANAGEMENT	●●●○○
PRODUCT OWNERSHIP	●●●●○



EDUCATION

- 2011 ● KALINGA INSTITUTE OF INDUSTRIAL TECHNOLOGY
Bachelor of Technology in Civil Engineering (B.Tech)
- 2015 ● GPA: 9.4 out of 10
- 2016 ● UNIVERSITY OF BRITISH COLUMBIA [CDM]
Masters of Digital Media (MDM)
- 2018 ● GPA: 4.0 out of 4.2



NOTABLE PUBLISHERS

- NICKELODEON (ADDICTINGGAMES.COM)
- BIGFISHGAMES.COM
- BORED.COM
- MAXGAMES.COM
- AGAME.COM



ACHIEVEMENTS

- Conferred felicitation award by high school ex-student association SMESA for brilliant result in ICSE 2009.
- Awarded certificate of KIIT Merit Scholarship.
- Awarded the Vice Chancellor's Silver Medal for securing highest CGPA in Civil Engineering branch in undergrad studies.
- Independent game "Save The Dummy" was accepted by Casual Connect 2013 in San Francisco, California, USA.
- Received award for 'Excellence in Technology' at IGF 2013 China held in Shanghai, China.
- Received award for Runner Up in 'Indie Game Of The Year' category at NASSCOM Gaming Forum Awards 2013 and also nominated in 'Student Game Of The Year' in the same event held in Pune, India.
- "Save The Dummy" and "Bricks And Minions" were selected and showcased at Casual Connect Asia 2014 held in Singapore.
- Took part in event called 'Game Slam' at Casual Connect Asia 2014 in Singapore.
- Featured by 'Times Of India' on November 23, 2013.
- 'Blind Road' game was selected as one of the games to be showcased at Taipei Game Show (TGS) 2016 at Taipei, Taiwan as a part of international showcase.