Sandeep Saha

Technical Designer

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In the capacity of a technical designer, the primary responsibilities include the creation of interactions and functionalities within interface environment while acting as a bridge between the engineering and artist teams.

SKILLS

- Java, Actionscript 2/3, C, C#
- Frostbite
- Jira, Perforce, Github
- Origami
- Visual Studio, Flash Developer
- Unity Engine Scripting, Unreal Engine Blueprints/Sequencer
- Photoshop, After Effects, Illustrator, Animate/Flash (Adobe Suite)
- Scaleform, Box2D engine, Greensock library (3rd party libraries)
- RealityCapture, Meshroom (Photogrammetry tools)
- Maya, Blender, AutoCAD

EDUCATION

University of British Columbia [CDM], Canada
Masters in Digital Media (MDM)
GPA: 3.85/4 | 2016 – 2017

Kalinga Institute of Industrial Technology, India
Bachelor of Technology in Civil Engineering (B. Tech)
GPA: 9.4/10 - Branch topper | 2011 – 2015

WORK EXPERIENCE

Electronic Arts, Vancouver
Role: Technical Artist 2 | Jul 2019 – Present [4yrs+]

Created tools and workflow to reduce designers' time, consulted regularly for process improvements, invested in creating reusable components. Pitched new ideas with prototypes, responsible for comprehensive documentation and new hire guides.

FC 24

Implemented consolidation of animation libraries, transitioning to a single library and actively participated in optimization tests for uniform enhancements across all supported systems. Integrated new features for player items, enhancing visual quality.

FIFA 23

Improved data reveal animations on player items in FUT Pack Opening while working with external vendors, communicating requirements for smooth asset submission process.

FIFA 22

Worked closely with motion designers to replicate proposed micro-interactions on multiple screens and provide requirements to client engineers for converting data into a digestible format for front-end visual purposes.

FIFA 21

Converted heavy frame by frame animations to code-scripted lightweight animation components. Devised and implemented a script-driven, optimized particle system from scratch.

Sprung Studios, Vancouver

Role: Technical Designer | Nov 2017 – Jun 2019 [1yr 8mo]

Worked on multiple client projects including mobile and AAA console titles of various genres; created hi-fi prototypes to bring designer ideas to working products resembling final versions. Clients include NetherRealm, Playstudios, and Daybreak Games, contributing to varying degrees on the following titles:

- Mortal Kombat 11
- Starz app
- Z1 Battle Royale (formerly called H1Z1)
- myVegas Slots

OTHER EXPERIENCES AND ACHIEVEMENTS

- Over 30 personal projects worked in the span of the last 10 years, with over 15 of them being sponsored and published on official websites.

- Worked with over 10 different publishers, some naming AddictingGames.com (Nickelodeon), Bored.com, BigFishGames.com.

- One of the games called "Save The Dummy" was liked by many people, so the company that supported it asked for more versions of the game with extra levels. The game also won an award for Excellence in Technology in Shanghai, China and was a runner-up for Indie Game of the Year in Pune, India.

- More info on relevant projects can be found here: https://sandyloisa.weebly.com/industry-projects