

# Suvrangshu Barua

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## About Me

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Highly motivated Unity Game Developer seeking a challenging position to utilize my 4+ years of experience in creating hyper and hybrid casual games. Committed to pushing boundaries to deliver a fun experience, I strive to optimize the development process. My area of expertise lies in crafting automation and designer-friendly toolsets for Unity that minimize workloads and boost productivity.

Additionally, I also specialize in crafting shaders with Unity Shader Graph and HLSL. Apart from my technical ability, I actively participate in project management and game design, putting a strong emphasis on agile task management using tools like Trello and Slack for efficient communication. I am excited to contribute my creativity and technical expertise to a dynamic and ambitious game development team.

## Experience

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### Game Developer

12/2022 - Present

[Koploverse Studios](#) | Mohakhali DOHS, Dhaka

- Creating designer-friendly automation tools in Unity for quick development procedure
- Developing **hybrid & hypercasual** games as per requirements
- Developing cool shaders using **Unity Shader Graph** and **HLSL** to add visual flairs
- Maintaining optimization protocol to deliver best performance
- SDK integration for analytics .

### Junior Game Programmer

01/2020 - 12/2022

[Alpha Potato LLC](#) | Mohakhali DOHS, Dhaka

- Contributed in two published titles ([Prank Master 3D](#), [Pawn Shop Master](#))
- Collaborated with project management to design levels, conceptualize games and playtest
- Developed hypercasual and ultracasual prototypes (**25+**) as per requirements
- SDK integration and performance optimization
- Mentored an intern for a couple of months

## Education

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**Khulna University of Engineering & Technology** | B.Sc.in Computer Science and Engineering

Graduated 04/2019

**Chittagong College** | H.S.C in Science

Graduated 2014

## Certifications, and Skills

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### Introduction to C# Programming and Unity

Issued 06/2019

Credential ID: 67N42476X3VK

### Game Design Foundations: 1 ideas, Core Loops, and Goals

Issued 08/2019

Credential ID License # 3AF965

Gameplay Programming | Shaders | Git | C# | Project Management | Tools Development | Unity3D  
Communication | Teamwork | Problem-solving | Adaptability | Leadership | Time Management

## Notable Projects & Tools

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### Idle Pawnshop

- Developed core gameplay mechanics as the primary programmer
- Utilized divide and conquer algorithm to optimize mesh manipulation that mimics earth digging
- Economy management & particle effects

### Hyper-Template (In Development)

- A hypercasual tech stack that offer some useful toolsets to shorten development procedure
- Some notable managers are
  - **DataManager** (Manages regular playerprefs data and also saves custom struct or class instances using JSON)
  - **SceneManager** ( Loads scenes with two optional animations (fade, circle))
  - **InputManager** (Provides a handful of input controls like drag, gesture, joystick control)
- **Miscellaneous:** object pooling, asset preprocessors (sprite preprocessor), custom property drawers

### Scene Utility

- A tool that provides all scenes in a list and options to add/remove from build settings, ping, show path etc
- This tool also supports batch mode operations and a prompt before deleting any scene
- This tool comes with Hyper-Template

## Involvements

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### **President**

04/2018 – 01/2019

Game Development Club of KUET | KUET

- Established and oversaw a dedicated club laboratory in collaboration with the esteemed Department Head of the Computer Science and Engineering (CSE) Department
- As the principle instructor, conducted two seminars on 2D platformer game development

### **Vice President**

05/2018 – 03/2019

CYBORG (Cyber Gaming Club of KUET) | KUET

- Contributed to sponsorship procurement and other field activities
- Successfully conducted two gaming competition