

## *Curriculum Vitae*

### **SAYANTAN BISWAS**

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### **Career Objective:-**

To serve the Video Games Industry as a 3D Environment Artist, working on promising and challenging PC and Console Games.

### **Technical Qualification:-**

- 3D Software Packages:
  - ❑ **Maya 2015 (Advanced)**
  - ❑ 3dsmax 2008 (*Intermediate*)
  - ❑ Others (**Bitmap2Material, Substance Painter**, Substance Designer, nDo, dDo, World Machine, Zbrush) (*Advanced-Basic*)
- 2D Software Packages:
  - ❑ **Photoshop CC (Advanced)**
  - ❑ Others (Illustrator, Paint Shop Pro, Fractal Painter, Gimp) (*Basic*)
- Level Editors:
  - ❑ **Unity3D**
  - ❑ UE4
  - ❑ Others (Hammer, Sandbox 2, D3ed, MaxEd2, MaxEd, Q3Radiant, QERadiant)
- Other Computer Skills: Familiar with both Windows and Mac OS environment.

### **Professional Experience:-**

- Worked at “Knowledge Adventure India Pvt. Ltd.” as a “Senior Game Artist” since November 2009 till August 2015. Projects worked on:
  - ❑ **School of Dragons Virtual World** - Various modules based on Dreamworks' '**How to train your Dragon**' ([www.schoolofdragons.com](http://www.schoolofdragons.com))
  - ❑ **Jumpstart Virtual World** - Various modules ([www.jumpstart.com](http://www.jumpstart.com))
  - ❑ **Eat my Dust Virtual World** - Various modules ([www.eatmydust.com](http://www.eatmydust.com))
  - ❑ **Mathblaster Virtual World** - Various modules ([www.mathblaster.com](http://www.mathblaster.com))
  - ❑ **Super Secret Virtual World** - Various modules ([www.supersecret.com](http://www.supersecret.com))
  - ❑ **JumpStart Crazy Karts** (Nintendo Wii Title)
  - ❑ **Penguins of Madagascar: Dibble Dash** (iOS, Android)
  - ❑ **School of Dragons** (iOS, Android)
  - ❑ **NFL RUSH Heroes & Rivals** (iOS, Android)
  - ❑ **JumpStart® Blast-Off: (Math & Reading)** (iOS, Android)
  - ❑ **JumpStart® Preschool Magic of Learning** (iOS, Android)
  - ❑ **Madagascar Preschool Surf n' Slide** (iOS, Android)
  - ❑ **Madagascar Math Ops** (iOS, Android)

- ❑ **Math Blaster HyperBlast 2 HD** (iOS, Android)
- ❑ **Monster Mutt Rescue** (iOS, Android)
- ❑ **JumpStart Punk Punk Blitz** (iOS, Android)
- ❑ **Math Blaster HyperBlast** (iOS, Android)
- ❑ **Math Blaster B-Force Blaster** (iOS, Android)
- ❑ **Beaver's Revenge™** (iOS, Android)
- ❑ **Ice Cube Caveman™** (iOS, Android)
- ❑ **Elimin8™** (iOS, Android)

- Worked on a 3 month on-site contract job at “Phantasm Games” in Bangalore as a “Lead Environment Artist” and “Technical Consultant”. Worked on '**Monsta Choppa**' and '**A Simple Life**'(Technical Demonstration).

- Worked at “SEI Games” (Shemaroo Ent. Pvt. Ltd. - Mumbai) as a “Level Creator and Artist” since March 2007 to June 2008.). Worked on **Ghatothkach** (PC) (Unreleased).

- Worked on a 1 month contract job at “Syncere Arts”(Indo-Canadian Game Development Company) as a “Game Artist”. Worked on **Mahabharata: The Dawn of Kaliyuga** (PC).

### **Modding Experience:-**

- Created "**de\_CompoundAmbush**" a small Bomb-Defusal map for "Counter Strike: GO".
- Worked with “Clément Melendez” on a map project called “**Mandate of Heaven**” as an “Environment Modeler” and “Texture Artist”.
- Worked at “Gridlock” as a “Technical Modeler”, “Texture Artist” and “Modeling Team Co-Ordinator” on “**Recall to Hell**” (Doom3 Total Conversion Mod) (Unreleased)
- Contributed in “**7th Serpent: Crossfire**” episodic total conversion for Max Payne 2 as a “Modeler” and “Texture Artist”.
- Contributed in “**Mission Impossible: New Dawn**” total conversion for Max Payne 2 as a “Modeler” and “Texture Artist”.

### **Strengths:-**

- Thorough with the in’s and out’s of most Game Art pipeline.
- Expert in creating clean, optimized, low polygonal models.
- Energetic. Enthusiastic. Team player. Able to work fast and still maintain quality.
- Ready to learn new techniques to stay up-to-date with the global industry.

### **Achievements:-**

- Was interviewed with team lead Chris Donner in the Sept.-Nov. 2006 issue of “SKOAR!” gaming magazine on mod project “Recall to Hell”. ([www.skoar.com](http://www.skoar.com))

### **Educational Qualification:-**

**Professional Course:** Advance Diploma in Multimedia (Arena Multimedia, Kolkata).

**Twelfth Standard:** Higher Secondary Exam (W.B.C.H.S.E. 2002).

**Tenth Standard:** I.C.S.E.(Delhi) 1999.

I hereby solemnly declare that all the statements mentioned above are true and correct to the best of my knowledge and belief.

Last Updated: June 27, 2016

Sayantana Biswas