

Curriculum Vitae

SAYANTAN BISWAS

#535, 23rd Main, 22nd Cross, Parangipalya, H.S.R. Layout Sector-II, Bangalore - 560102

Tel No. – (+91) **9538849733**

Email – sayantan.biswas@hotmail.com

Online Portfolio – <http://www.sayantanbiswas.com/>

LinkedIn Profile – <http://www.linkedin.com/in/sayantanbiswas>

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 2018** (*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)
 - **Jumpstart Virtual World** - Various modules (www.jumpstart.com)
 - **Eat my Dust Virtual World** - Various modules (www.eatmydust.com)
 - **Mathblaster Virtual World** - Various modules (www.mathblaster.com)
 - **Super Secret Virtual World** - Various modules (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)

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