

RESUME



NAME ANIRBAN GHOSH

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Website: <http://www.sigaap.com>

SUMMARY

I am a dedicated hard working individual, having **Master of Computer Application (MCA)** with more than **12 years of Work Experience in Game Development, Interactive Computer Simulation , e-Learning ,Augmented Reality, Virtual Reality, MMO,Motion Sensor.**

- ❖ Expert knowledge of Unity3d 2017 , Unreal 4, Vuforia AR, Google CardBoard VR and AR,Photon SDK for Multiplayer.
- ❖ Managed complete project development life cycle using project management tools like Team Work, Base Camp.
- ❖ Getting involved as project analyst in pre-sales round and preparing task split up document with cost-effort estimation.
- ❖ Associated with constant client communication both before release and after release,support period.
- ❖ Involved in designing the complete project to prepare scope document name GDD
- ❖ Writing most critical code with great problem solving skill and fixing critical bugs.
- ❖ Associated with both alpha and beta testing.
- ❖ Joined recruitment process and finding proper vendors whenever skill set was missing among internal resources.

- ❖ Taking code back up through SVN,Git
- ❖ Possess good interpersonal skills that have been put to good use in coordinating with Project teams.
- ❖ Team player with effective communication skills.

CURRENT STATUS

Working as Assistant Project Manager ,AR-VR Department,Cyient Ltd from 30th April,2018 to till date.

WORK EXPERIENCE

- ❖ Last working with Capital Numbers Infotech Pvt Ltd,Kolkata as a Tech Lead,Gaming from June 15,2015 to December 15,2017.
- ❖ Worked as Senior Software Engineer in Walt Disney UTV Indiagames,Mumbai [February, 2007 to September ,2009]
- ❖ Worked as Lead Game Engineer in Reliance JumpGames,Pune [October,2009 to November ,2010]
- ❖ Worked as a Team Lead in Tata Sky-Hungama DTH Gaming Project, Bangalore [November ,2010 to June,2013]

ACADEMICS

- ❖ MCA (76%) from Razabazar Science College ,Calcutta University.
- ❖ BSC (60%,Electronics Science) from APC College,Calcutta University
- ❖ HS (10+2,80%) from Barasat Govt High School,WBCHSE
- ❖ SE (10Th,84%) from Barasat Govt High School,WBBSE

SKILLS

Tools & Technology	Unity3d 5.6,Unreal 4,Vuforia,Photon, SVN,Git
Language known	C#,Java Script,C++,J2ME
Operating System	Windows, Mac
Soft skills	Excellent communication skills, enthusiastic team player, and strong problem solving abilities.

Professional Achievements:

- 1.Picked up as best programmer from porting team to core development team in Indiagames.
- 2.Best Innovator and member of best team for a quarter in Hungama Digital Media Pvt Ltd.
- 3.Employee of the month award in JumpGames.

PROJECT DETAILS

Company: CAPITAL NUMBERS INFOTECH PVT LTD

Project: 'CREDITSTACKER','Mrs KIM','RC CAR HILL'

Duration: 15th June, 2015 to 15th December, 2017 , fulltime and January , 2018 to April , 2018 as Gaming Consultant

Link:

<https://play.google.com/store/apps/details?id=com.capital.creditstacker>

<https://itunes.apple.com/us/app/creditstacker/id1130346776?mt=8>

<https://play.google.com/store/apps/details?id=com.cgmobile.rc>

<https://culturalcompetencyinstitute.com/Lily%20Matt%20build/index.html>

<https://apkpure.com/mrs-kim-korean-cartoon-game/com.yogiyo.kim>

Under Production :

'GOLDFIX','ZOOPHONICS','CRAZY CANNON'

Technology Stack: C Sharp,Unity3D 5.6,Unreal 4,Vuforia AR,Google CardBoard VR

Project Overview: The objective of this projects were to reach versatile client's expectation in the different field of **augmented reality,,virtual reality** etc.

Roles and Responsibilities:

- ❖ Managed complete project development life cycle using project management tools like Team Work, Base Camp.
- ❖ Getting involved as project analyst in pre-sales round and preparing task split up document with cost-effort estimation.
- ❖ Associated with constant client communication both before release and after release,support period.

- ❖ Involved in designing the complete project to prepare scope document name GDD
- ❖ Writing most critical code with great problem solving skill and fixing critical bugs.
- ❖ Associated with both alpha and beta testing.
- ❖ Taking code back up through Git.

Company: WALT DISNEY UTV INDIA GAMES

Project: 'GARFIELD_TRAIN YOUR BRAIN', 'JOURNEY TO THE CENTER OF THE EARTH'

Duration: 6th February, 2007 to 18th September, 2009

Technology Stack: J2ME,JavaGround

Project Overview: The purpose of the project is to offer user a casual but addictive gameplay based on popular cartoon character Garfield and Hollywood blockbuster movie.

Roles and Responsibilities:

- ❖ As senior developer writing the most critical logic part .
- ❖ Guiding other junior fellow programmers to implement UI part.
- ❖ Interaction with the project manager,graphics lead and QA lead to integrate all parts in same place.

Company: RELIANCE JUMP GAMES

Project: 'LITTLE KRISHNA','ICC T20 2010 '

Duration: 1st October, 2009 – 19th November, 2010

Technology Stack: J2ME,JavaGround

Project Overview: The purpose of the project is to offer user a casual but addictive gameplay based on popular mythological character Lord Krishna and one of the greatest show on earth, World Cup T-20 Cricket Tournament.

Roles and Responsibilities:

- ❖ As lead developer understanding the total scope .
- ❖ As lead developer writing the most critical logic part .
- ❖ Guiding other junior fellow programmers to implement UI part.

- ❖ Interaction with the project manager,graphics lead and QA lead to integrate all parts in same place.
- ❖ Taking code back up through SVN

Company: HUNGAMA DIGITAL MEDIA PVT LTD IN ASSOCIATION WITH TATA SKY

**Project: 'RACE 2','BOW OF RAMA','BATTLE FIELD CHASE','ROWING FRENZY','BASKETBALL SLAM',
'ROBOTRON','BOAT RACE','FATA POSTER NIKLA HERO','BREAD BAKERY', 'FARM
MANAGER','MINISHA LAMBHA FEATURING KIDNAPPED'**

Client: Tata Sky

Duration: 27th November, 2010 – 21 st June, 2013

Technology Stack: J2ME,Media Highway Development Kit

Project Overview: The objective of this project was to entertain all the audience through gaming portal of Tata Sky for Set Top Box using DTH platform.

Roles and Responsibilities:

- ❖ As Team Lead, to be responsible to interact with client to understand the game requirement and prepare the Game Design Document
- ❖ Convey my understanding to all the team members
- ❖ Monitoring every resource to be on track and whenever required had to arrive in the playfield directly.
- ❖ Taking code back up through SVN

Company: FUGENX TECHNOLOGIES PVT LTD

Project: 'ZOMBFENSE','PIRATE GABRIELLA','PLANET MATRIX','INGOCRAFT'

Link:

<https://itunes.apple.com/us/app/ingocraft/id952327898?mt=8&ign-mpt=uo%3D4>

<https://play.google.com/store/apps/details?id=com.fugenx.zombfense>

<https://play.google.com/store/apps/details?id=com.huddlestonventures.fiveminutefrenzyAddition>

<https://play.google.com/store/apps/details?id=com.dileoentertainment.pirategabriellafree>

<https://play.google.com/store/apps/details?id=com.tarekalsmadi.planetmatrix>

Duration: 1st July, 2013 to 12th June, 2015

Technology Stack: C Sharp, Unity3D,,Kinect,Photon Multiplayer

Project Overview: The objective of this project was to develop e-learning and entertainment

based game apps where main target to teach age group of 4-6 basic mathematics and entertain age group of 10-16 with shooting game via appealing graphics and enjoyable gameplay.

Roles and Responsibilities:

- ❖ Managed complete project development life cycle using project management tools like Team Work, Base Camp.
- ❖ Getting involved as project analyst in pre-sales round and preparing task split up document with cost-effort estimation.
- ❖ Associated with constant client communication both before release and after release,support period.
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- ❖ Associated with both alpha and beta testing.
- ❖ Taking code back up through Git.

Project: 'UMW DUNIA'

Client: Fugenx technology for UMW Malyasia

Duration: 10th September, 2005 to 31st January, 2007

Project Overview: The objective of this project was to develop realtime based industrial simulation which takes data from PLC after database read and accordingly we need to replicate the functionalities as happening in real world.

Roles and Responsibilities:

Worked as Vendor and took full responsibility for scope analysis,development and delivery with fellow members.

Project: 'ELECTRICAL ARC FURNACE'

Client: GreenBeetle Studios for Danieli India Pvt Ltd,

Duration: 10th September, 2003 to 16th August, 2005

Technology Stack: C++, Torque Game Engine

Project Overview: The objective of this project was to develop realtime based industrial simulation which takes data from PLC after database read and accordingly we need to replicate the functionalities as happening in real world.

Roles and Responsibilities:

Worked as Vendor and took full responsibility for scope analysis, development and delivery with fellow members.

PERSONAL DETAILS:

DOB	04-Sep-1976
Pan Card No	AMRPG9367M
Nationality	Indian
Gender	Male
Father Name	Gopal Chandra Ghosh
Marital Status	Married, One son

Latest release:

<https://play.google.com/store/apps/details?id=com.capital.creditstacker>

<https://culturalcompetencyinstitute.com/Lily%20Matt%20build/index.html>

Work Sample: Live Links

1. Ingocraft

<https://itunes.apple.com/us/app/ingocraft/id952327898?mt=8&ign-mpt=uo%3D4>

2. ZomBfense

<https://play.google.com/store/apps/details?id=com.fugenx.zombfense>

3. FiveMinFrenzy

<https://play.google.com/store/apps/details?id=com.huddlestonventures.fivezyAddition>

4. PirateGabriella

<https://play.google.com/store/apps/details?id=com.dileoentertainment.pirateafree>

5. PlanetMatrix

<https://play.google.com/store/apps/details?id=com.tarekalsmadi.planetmatrix>

Work Sample: Video Links

1. <https://www.dropbox.com/s/ltdvmlpef0lr3lv/gameplay%40Zomb.mp4?dl=0>
2. <https://www.dropbox.com/s/6aexdodlrcalljy/EAF.mov?dl=0>

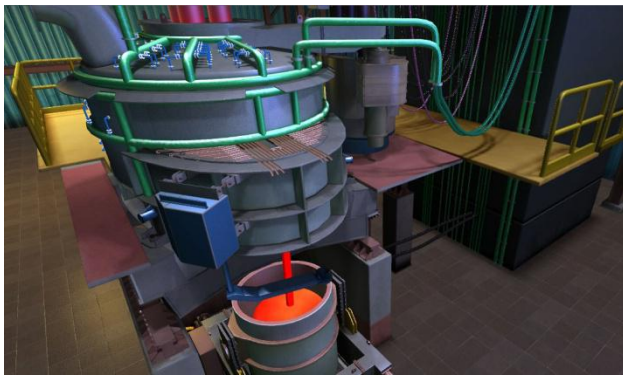
Work Sample: Playable APKs

1. https://www.dropbox.com/s/qi0pcpwkq8ofgct/CrazyCannon_13-10-15.apk?dl=0
2. https://www.dropbox.com/s/uyn4j526hrjhgu/Ingocraft_New.apk?dl=0
3. https://www.dropbox.com/s/4cmtvnrapels5xy/Mathmate_New.apk?dl=0

Working Experience:

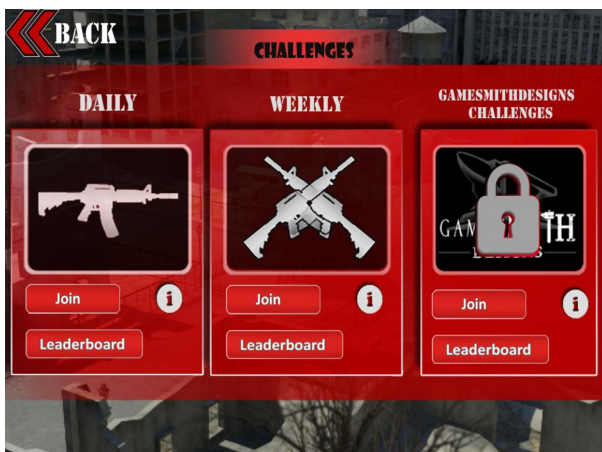
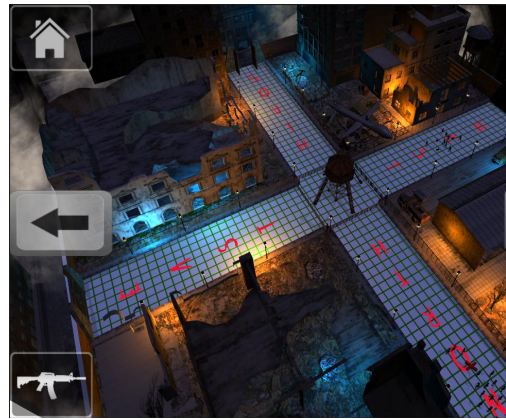
Glimpse of completed projects:

Industrial 3D Simulation:



Project: Electrical ARC Furnace 3D Simulation
Client: Danieli India Ltd. &SenseNet Technologies

Mobile Gaming:



Project: ZomBFense
Client: Fugenx Technologies Pvt Ltd

DTH Gaming:



Project: Various dth games
Client: Disney India. & TataSky

Declaration

I hereby declare that the above-mentioned information is correct up to my knowledge and I bear the responsibility for the correctness of the above-mentioned particulars.

A handwritten signature in black ink, reading "Anirban Ghosh". The signature is written in a cursive style with a large, stylized 'A' and 'G'.

Date :

Place :

(Anirban Ghosh)