


Diptoman Mukherjee

Technical Game Designer

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<http://diptoman.com> 

To solve creative challenges with games and craft immersive gaming experiences, the likes of which have shaped me.

Skills

- **Programming (Current):** Blueprints, C++, C#, GML, Python
- **Design:** Technical, Systems, AI, Levels
- **Tools:** Unreal Engine 4/5, Unity3D, GM:S 2, Visual Studio, JIRA, Perforce/Git/SVN
- **Spoken Languages:** English (bilingual), Bengali (bilingual), Hindi (moderate)
- **Programming (Past Experience):** C, JavaScript, Java, PHP, HTML/CSS, MySQL, Lisp, Prolog

Experience

MAR 2022 – CURRENT

Senior Gameplay Technical Designer / Microsoft (The Coalition – Xbox Game Studios), Vancouver

Unannounced AAA Project: Building the tech design process in the studio. Making tools and implementing gameplay features.

MAR 2020 – MAR 2022

Senior Technical Designer / Blackbird Interactive, Vancouver

Minecraft Legends: Product Owner for the game's survival sections. Designing and scripting long form campaign + encounter systems & game modes + world design for 3 biomes.

JULY 2017 – MAR 2020

Technical Designer / Piranha Games, Vancouver

MechWarrior 5 Mercenaries: Backlog owner of procedural mission team. Designed the mission systems/editor + worked on procedural levels & mission types, AI & building destruction systems. Did mission balancing.

SEPTEMBER 2016 – JULY 2017

Software Engineer / Fire-Point Interactive, Vancouver (subsidiary of huochaihy.com)

Multiple client projects: Worked on gameplay & UI on multiple VR projects for clients in China.

JUNE 2014 – JULY 2014

Game Design Intern / Zynga, Bangalore

Mafia Wars: Worked on mission/quest design.

Education

2015 – 2016

Masters in Digital Media Design (MDM) / University of British Columbia (as part of The Centre for Digital Media)

CGPA: 4.02/4.33 – Tom Calvert Computer Science & Software Engineering Award Winner

2011 – 2015

Bachelor of Engineering (BE) in Computer Science / Indian Institute of Engineering Science & Technology, Shibpur

CGPA: 8.15/10 – First Class with Distinction

Other Relevant Experience

- Worked on 30+ personal projects. They have been played over 200,000 times, featured by YouTubers (Pewdiepie, Markiplier etc.) and publications (Retro Gamer UK, Times of India etc.).
- Competed in and won various gamedev competitions, finished top 5 in multiple game jams (including Ludum Dares).
- Complete portfolio of work/achievements here: diptoman.com