

DM

DIPTOMAN MUKHERJEE

TECHNICAL GAME DESIGNER | DIPTOMAN.COM

OBJECTIVE

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

SKILLS

CURRENT

Programming:

Blueprints, C#, GML

Design:

Technical, Systems, AI, Levels

Tools:

Unreal Engine 4, Unity3D, GM:S

2, Visual Studio, JIRA,

Perforce/Git/SVN

Spoken Languages:

English (bilingual), Bengali

(bilingual), Hindi (moderate)

PAST EXPERIENCE

Programming:

C/C++, Java, PHP, Python,

HTML/CSS, MySQL, Lisp, Prolog

Tools:

Eclipse (with ADT), Maya, Trello,

Dreamweaver, Photoshop

EXPERIENCE

TECHNICAL DESIGNER • PIRANHA GAMES • JUL 2017 - CURRENT

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.

SOFTWARE ENGINEER • FIREPOINT GAMES • SEP 2016 – JUL 2017

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

GAME DESIGN INTERN • ZYNGA • JUN 2014 – JUL 2014

Mafia Wars - Worked on mission/quest design.

EDUCATION

MDM • 2015 - 2016 • UNIVERSITY OF BRITISH COLUMBIA

Masters in Digital Media Design. CGPA: 4.02/4.33

BE (COMP SCI) • 2011 - 2015 • IEST SHIBPUR

Bachelor of Engineering in Computer Science. CGPA: 8.15/10

OTHER RELEVANT EXPERIENCE

- Worked on 30+ personal projects. They have been played over 150,000 times, featured by YouTubers (Pewdiepie, Markiplier etc.) and publications (Retro Gamer UK, Times of India etc.).
- Competed in and won international gamedev competitions, finished top 5 in multiple game jams (including Ludum Dare).
- Complete portfolio of work/achievements here: diptoman.com



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