

Subhajit Sircar

📍 Kolkata, India 📞 8902420564 ✉ subhajitsircar10@gmail.com 🔗 <http://www.linkedin.com/in/subhajit-sircar-1443b3326/>

Summary

Game developer and 3D model artist who is enthusiastic about creating engaging, cross-platform gaming experiences. Experienced in character development, level design, and interactive storytelling, with a focus on creating innovative gameplay that inspires and challenges. Committed to pushing the boundaries of creativity and contributing to the development of interactive entertainment.

Technical Skills

Programming Languages: C#, C++, C, Java, Python

Software Proficiency: Unity 3D, Maya, Blender, Zbrush, Unreal

Databases: Relational Databases (MySQL)

Soft Skills

Analytical Thinking, Problem Solving, Team Collaboration, Attention to Detail

Education

Master of Computer Application, Adamas University (Ongoing)

Bachelor of Computer Application (Gaming and Animation), Adamas University, 2023

All India Senior Secondary School Certificate, Bholanda National Vidhyalaya, 2020

All India Secondary School Certificate, Army Public School, 2018

Relevant Projects

3D Model Design:

- Created and developed various 3D models in Maya and Blender, such as retro cars, character models, weapons for games, and modular environment assets for game development.
- Helped to create immersive gaming experiences by delivering optimized, game-ready assets to integrate into interactive environments

Adamas Runner

- Adamas Runner is a classic endless 2.5D runner game with an emphasis on avoiding obstacles on the screen.
- It revolves around implementation of Adamas University's environment in an endless runner style game in Unity 3D engine.

Game Level Design

- Created immersive levels of a first-person shooter (FPS) in Unity 3D, utilizing enemy AI, environmental narrative, and streamlined navigation flow.
- Built a fantasy-based game level combining stylized assets with interactive pieces to promote deeper player interaction and narrative depth.

Augmented Reality

- Created an Augmented Reality (AR) application in Unity 3D to enable users to scan spaces within their home and visualize furniture arrangements in real-time.
- AR-Based Hair Projection System:
Developing an AR mobile app using Unity AR Foundation that overlays 3D hairstyles on the user's head in real time, featuring head tracking, hairstyle alignment, and color variations.

Virtual Reality

- Virtual Home Preview System:
Developed an immersive VR-based interior design application using Unity, XR Interaction Toolkit, and Meta Quest 2, enabling real-time furniture placement, object interaction, and wall color customization. Integrated optimized 3D room and furniture models using Autodesk Maya to provide realistic visualization and smooth VR performance.

Extracurricular Activities

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- Conducted an event or a competition for 3D modeling and AR development

Game Jam

- Participated in the Global Game Jam 2026, collaborating in a 48-hour game development challenge focused on rapid prototyping and teamwork.