

Shobhan De Roy

Address: 47 Calico Close, Salford, Manchester, M3 6AH, United Kingdom

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Email: endstar@endstar.co.uk Portfolio: <http://www.endstar.co.uk/>

Personal Profile

An intensely creative individual, fuelled with initiative and a desire to apply different and innovative ideas into new designs. Five years formal experience in game development at the University of Salford. A natural awareness for game balance and emergent behaviour dynamics. Excellent in approaching complications during game design and overcoming problems with intelligent solutions. A passionate interest in the technological convergence of media, within virtual environments, and an instinctive eye for cinematic quality.

Formal Experience

“Future Proof” (An Eve Online Machinima) 2009 - 2010

- **(Unreal Development Kit)** - Produced an immersive and well received cinematic film, within the Unreal 3 Engine. Created hundreds of multi-layered, dynamic materials for detailed models and assets. Integrated full motion video based user-interfaces. Scripted unique projectile physics solutions and particle systems, which opened up new possibilities for dynamic and interactive cinema showing the true benefits of technological convergence.
Roles: *Director and Producer, Level Design, Scripting, Storyboarding, Programming, Animation, Art Asset Implementation Pipeline, Sound Design.*

“Underground Manchester” (An educational illustration) 2008 - 2009

- **(Unreal 3 Editor, Unreal Script)** - Portrayed a historically accurate illustration of underground bomb-shelters in Manchester, England; emphasising on dangerous, wet and dark atmospheres. Developed a 1:1 scale of the entire Underground bunker network in Manchester, using blueprints and photographs. Utilised post-processing effects and symbolic elements to offer alternating realities to the player.
Roles: *Game Design Documentation, Level Design, Scripting, Storyboarding*

“Tydes of Chaos” (Third person action-shooter / *Total Conversion*) 2007 - 2008

- **(Source Engine, C++)** - 6 months primarily as the lead game and level designer, developing post-apocalyptic urban environments. Designed and developed several highly polished levels, with textures, materials, assets and effects within the Hammer level editor. Used C++ scripting and programming to achieve all selling key features, including slow-motion bullet-time mechanics and customised AI and weapons.
Roles: *Lead Level Design, Game Design, Storyboarding, Storyline, Scripting, Programming*

“Legends of Ormr” (Combat Flight-Simulator / *Modification*) 2006 - 2007

- **(UT2004 Editor, Unreal Script)** - 6 months as lead level designer. Designed polished, diverse levels within the Unreal Engine, focusing on creative lighting for atmosphere, and manipulating design for fast-paced, aerial combat.
Roles: *Lead Level Design, Scripting*

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Work Experience

Young Enterprise

2003 - 2004

Responsibilities: Graphics designer for a custom t-shirt company.

Voluntary Service Unit

2002 - 2004

Responsibilities: Taking care of the elderly and disabled within my community.

Technical Experience

- 3D Studio Max 2010
- Adobe After Effects CS5
- Adobe Premiere CS5
- Adobe Photoshop CS5
- Adobe Soundbooth
- Hammer: Source Level Editor
- Video Co-Pilot Suite
- Microsoft Office Suite
- Shadermap Pro
- Sony Sound Forge
- Sony Soundbooth
- Unreal Development Kit

Education and Qualifications

Degrees:

University of Salford

MSc - Creative Games Technology - *with Merit*

2008 - 2010

BSc (Hons) - Computer and Video Games Development - 2:1

2005 - 2008

A Levels:

Loughborough Grammar School

2002 - 2004

Biology

General Studies

Maths

Computer Science (AS)

Physics

GSCE:

Loughborough Grammar School

1999 - 2002

(1) A* Grades

(7) A Grades

Personal Interests

- Music
- Movies
- Gaming
- Drumming
- Travelling
- Thai food

References are available upon request.