

SUBHAM PRAMANIK

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CARRER OBJECTIVE

To evolve into a capable professional by being associated with a company that will challenge me to push my boundaries and allow me to use my education and skills in a way that is mutually beneficial for my employer and me and achieve a sustainable growth in life.

EDUCATIONAL QUALIFICATION

Degrees	College / School (University / Board)	Year of Passing	Stream	Percentage / CGPA
M.TECH	JADAVPUR UNIVERSITY	2020	MULTIMEDIA DEVELOPMENT	7.72
B.TECH	CALCUTTA INSTITUTE OF ENGINEERING AND MANAGEMENT	2015	ELECTRICAL ENGINEERING	8.09
XII	BAGNAN HIGH SCHOOL (WEST BENGAL COUNCIL OF HIGHER SECONDARY EDUCATION)	2010	SCIENCE	69.20%
X	BAGNAN HIGH SCHOOL (WEST BENGAL BOARD OF SECONADRY EDUCATION)	2008	ALL	80.88%

KEY PROJECTS

1- MANIFESTATION OF PERIOD DOUBLING ROUTE TO CHAOS IN BOOST CONVERTER
(B. TECH PROJECT)

2- FAKE INDIAN CURRENCY DETECTION USING IMAGE PROCESSING (MTECH PROJECT)

3- DESIGN LEVEL (MASKBROTHERS GAME)- RELEASED ON April 2022

4- GAME TESTING (WORLD CRICKET 2021)

ACHIVEMENTS

FAKE INDIAN CURRENCY DETECTION USING IMAGE PROCESSING –THESIS PUBLISHED IN IRJET JOURNAL IN JULY 2020.

INTERNSHIP

1-VOCATIONAL TRAINING FROM SONARPUR SUBSTATION (23RD DECEMBER TO 4TH JANUARY,2013-2014)

Project Title: Learning end to end functioning of the Electrical Substations.

- Interviewed the senior managerial personnel of each department.
- Understood the elaborate process of distribution of electric supply, importance and issues faced by each function.
- Understood the electrical aspects of planning & forecast of electrical supply to all the substations and to various sections of the society.

2- CERTIFICATE COURSE ON AUTOCAD 2D (12TH SEPTEMBER TO 4TH DECEMBER 2015)

WORKING EXPERIENCE

MAY 6th 2021-MAY 2022 -
(RESURZENCE SOLUTIONS)

1 . DIGITAL MARKETING

2 . GAME TESTING

Project: WORLD CRICKET 2021

- . Testing Game and Identify Bugs
- . Report Bugs to team.

3. GAME DEVELOPER (LEVEL DESIGNER)

Project: MASKBROTHERS GAME

- Create Level Design
- Testing game and Identify Bugs
- Report Bugs and Fixed Bugs
- Game Promotion

SKILLS AND KNOWLEDGE

- 1.Proficiency in MICROSOFT OFFICE.
- 2.Knowledge of AUTOCAD 2D.
- 3.Knowledge of ANIMATION 2D, ANIMATION 3D, PHOTOSHOP, IMAGE PROCESSING
- 4.Understanding and knowledge of computer languages-NETWORKING, MATLAB.
- 5.Proficiency in UNITY 3D.
- 6.Knowledge of Game Testing, Digital Marketing.

DECLARATION

I hereby declare that all the above information furnished by me is true to the best of my knowledge.

Date:18-05-2022

Place: Kolkata

