

SHAHIL SAHA

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Profile

A master's student in Software Engineering from Staffordshire University with proficiency in C++ and C#. I have demonstrated the ability to deliver high-quality results and have a strong foundation in programming. I am an effective communicator and collaborative team worker, and I have a keen eye for detail. Seeking for opportunities to further expand my expertise and contribute to innovative game development projects.

Skills

- C++
- C#
- Unreal 4 & 5
- Unity
- Blueprint Scripting
- UML
- Jira
- Confluence
- GitHub
- Design Patterns
- Visual Studio

Job Description

Part-time Lecturer	<u>Responsibilities:</u>
September 2024 – Current	• Providing extensive assistance to Level 4 students, clarifying concepts and guiding them through assignments. • Addressing general inquiries related to game development, ensuring students understood course material. • Demonstrating best practices in code readability, testing, and bug fixing.
Employer: Staffordshire University	<u>Accomplishments:</u> • Improving peer understanding of complex topics, resulting in higher overall class performance. • Developing a peer-support network that enhanced collaborative learning. <u>Learning Outcomes:</u> Communication skills; Code Readability; Testing and Bug Fixing;
SPO Game Developer	<u>Responsibilities:</u>
(Placement Year - Programmer)	• Programmed various game mechanics and features, such as the Quest System, Grid System, and Upgrade System. • Collaborated with interdisciplinary teams to deliver high-quality game content. • Ensured the writing of clean, efficient code and adhered to best practices in design patterns.
September 2022 – June 2023	<u>Accomplishments:</u> • Successfully delivered key game features on schedule, contributing to the project's timely completion. • Enhanced team productivity through effective collaboration and communication. <u>Learning outcomes:</u> Writing clean and efficient code; Collaboration skills; Design Patterns; Organising skills; Testing and Bug Fixing;
Employer: Bulldog Scrum	
Coding Tutor Private	<u>Responsibilities:</u>
June 2020 – August 2020	• Taught C++ coding to a student over video conference for two hours per week. • Provided customized problem sets to reinforce learning after each session. <u>Accomplishments:</u> • Student demonstrated significant improvement in coding skills and problem-solving abilities.

Extra-Curricular & Certifications

Electronic Arts Software Engineering virtual experience program on Forage - March 2024	• Proposed a new feature for the Sims 4 and wrote a Feature Proposal describing it to other stakeholders. • Built a class diagram and created a header file in C++ with class definitions for each object. • Patched a bugfix and optimized the Sims 4 codebase by implementing an improved data structure. <u>Learning Outcomes:</u> Class Design; Code Analysis; Code Readability; Data Structures; Object Oriented Design;
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Education

Staffordshire University	
MSc Software Engineering	
2024-2025	
BSc (Hons) Computer Games Development	Year 3
2020 – 2024	• Explored multiplayer features in Unreal Engine, covering session management, replication, and server-client communication. • Researched synchronization models for networked game states in the final year project. • Collaborated in multidisciplinary teams to develop practical skills and teamwork. • Developed mobile games.

Grade: 1st

- Conducted profiling and bug fixing.
- Year 2
- Using the Unity game engine to create multiple games across different genres.
 - Marketing techniques for selling games.
 - Networks and Concurrency, including using C# to make multi-tier client-server applications.
 - Learned about the different Design Patterns and SOLID principles.
- Year 1
- Learned the fundamentals of programming.
 - Professionalism on social media and how to create a social presence on various platforms.
 - 3D Maths including Calculus, Algebra, and Trigonometry
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