

CURRICULUM VITAE

SUJOY BIT

86/I. G.T. ROAD, SIRISHTALA,
SERAMPORE. HOOGHLY. PIN- 712201

MOBILE- 9830450915

E-mail- sujoybit3d@gmail.com

Blog - sujoybit3d.blogspot.in



OBJECTIVE

TO ENHANCE MY CREATIVITY AND BE THE BEST.

EDUCATIONAL QUALIFICATION

DEGREE / CERTIFICATE	UNIVERSITY/BOAR D	INSTITUTE	PERCENTAG E	YEAR
I.C.S.E	CISCE	HOLY HOME	56.8	1997
I.S.C	CISCE	HOLY HOME	64.5	1999
B.A. with Honors in English	UNIVERSITY OF CALCUTTA	LAL BABA COLLEGE	48.0	2002
M.A. in English	Himalayan Garhwal University	Himalayan Garhwal University	61.75	2020

PROFESSIONAL QUALIFICATION

DEGREE / CERTIFICATE	INSTITUTE	YEAR OF PASSING
AAASP	ARENA MULTIMEDIA CHOWRINGHEE	2007
CERTIFICATE IN BROADBAND DESIGNING	ZED CA SERAMPORE	2004
CERTIFICATE IN DTP	BRAINWARE SERAMPORE	2003

COMPUTER SKILLS

Maya, 3ds Max, Photoshop, Premiere, After effects, Substance Painter and Unreal(designing and blueprinting)

WORK EXPERIENCE

DESIGNATION	ORGANIZATION	DURATION	JOB DETAILS
3d Designer	Consortium DC, Kolkata	April 2006- May 2007	3d Modeler, lighting ,texturing, rigging.
Application Specialist	Chabria Infotech Pvt.Ltd. Arena	June 2007- Sep 2008	Solving technical queries of Autodesk products of 3ds max and Maya, give demonstrations on the new features of the products.
3d Mentor	Animation(Chowringh ee)	Sep 2008- Oct-2016	3d faculty(3ds Max and Maya)
3d Mentor	Hitech Animation(Elgin Road)	Nov2016- May2018	3d faculty Maya
3d Mentor	Arena Animation Kankurgachi	May 2022- Nov 2023	3d Faculty
Technical Trainer	Swami Vivekananda University	Jan-2025-Till date	Technical Trainer

PAPERS PUBLISHED

Name of the Journal/Book	Journal Published	Year of Publication	Journal soft copy link	DOI
Character Concept in Video Games	Innovations Across Disciplines: Advancements in Engineering, Technology, and Sustainability	2025	https://drive.google.com/file/d/1q6ZGuFgreIKQPYp3AtKFyK6vhalW0LZR/view?usp=drive_link	10.62823/Inspira/2025/9788197442759
Color in Games	Digital Design and Engineering in the Age of AI	2025	https://drive.google.com/file/d/1nStbtovFm44bbkOdFLeh2zEZbbQlth62/view?usp=drive_link	https://doi.org/10.62906/bs.book.404
Gaming Pipeline	Technology Foresight and Transformation	2025	https://drive.google.com/file/d/1gsUpUBBDHJI4fd-TvQQyrjPtFMQdrwMM/view?usp=drive_link	https://doi.org/10.71431/978-81-989217-7-2
Gaming in India	Contemporary Approaches in Multimedia, Animation, and Gaming . (book)	2025	https://drive.google.com/file/d/1we6_T9ATIRKkkF_H1nZEngUchSzaluoq/view?usp=sharing	
Structure Of Games	Contemporary Approaches in Multimedia, Animation, and Gaming . (book)	2025	https://drive.google.com/file/d/1we6_T9ATIRKkkF_H1nZEngUchSzaluoq/view?usp=sharing	
Level Designing In Games	Contemporary Approaches in Multimedia, Animation, and Gaming . (book)	2025	https://drive.google.com/file/d/1we6_T9ATIRKkkF_H1nZEngUchSzaluoq/view?usp=sharing	

ENGLISH, HINDI AND BENGALI

HOBBIES/ INTERESTS

READING DETECTIVE AND MYSTERY NOVELS AND STORIES, ACQUARING KNOWLEDGE ABOUT DIFFERENT TYPES OF UNKNOWN MATTERS TRAVELLING AND LISTENING SOFT MUSIC, WATCHING ANIMATIONS AND PLAYING COMPUTER GAMES.

EXTRA ACHIEVEMENTS

- 1 WINNER OF ARENA INTERFACE AWARDS 2006 FOR MAYA LANDSCAPE DESIGNING.
- 2 FIRST RUNNER UP IN ARENA INTERFACE AWARDS 2005 FOR DIGITAL PORTFOLIO DESIGNING.

PERSONAL PROFILE

FATHER'S NAME:	Late. SAMIR KUMAR BIT
DATE OF BIRTH:	26 th NOVEMBER 1980
GENDER:	MALE
MARITAL STATUS:	MARRIED
NATIONALITY:	INDIAN