

## PROFESSIONAL SUMMARY

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- Driven and motivated individual devoted to excellence
- Formally trained in Business Management and experience in Project Management
- Passionate for continuously improving development and Project Management processes
- Enjoy balancing creative design and management judgments to craft profitable solutions
- Thrives in fast-paced multi-disciplinary high-stress work environments
- Outstanding leadership and interpersonal communication skills
- Managed teams internally and externally

## EDUCATION

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### MASTERS OF DIGITAL MEDIA

2009 – April 2011

Centre for Digital Media, Great Northern Way Campus, Vancouver, BC, Canada.

Awarded Masters of Digital Media Scholarship – 2009

### BACHELORS OF MANAGEMENT STUDIES

2005 – 2008

Usha Pravin Gandhi College of Management, University of Mumbai, Mumbai, MH, India.

## EXPERIENCE

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### GALACTIC SHADOW SHOOTER, CENTRE FOR DIGITAL MEDIA, VANCOUVER

**Client: Bigpark – Microsoft Game Studio**

**PROJECT MANAGER**

September 2010 – December 2010

Galactic Shadow Shooter is first of its kind two-player online arcade shooter prototype in HTML5.

- Led, scoped and scheduled using SCRUM and Agile methodology with a 7-person multi-disciplinary team
- Created and maintained assets repository and bug list; online and on local sub-version system
- Primary contact point between client, development team and faculty advisor
- Also responsible for creating character art and animation and implementing them in the game using Komodo

### KOOLHAUS GAMES, VANCOUVER

**PRODUCTION INTERN**

June 2010 – July 2010

Worked closely with the producer and the development team on two iOS games – Madden NFL 11 for iPad and an undisclosed title for the iPhone and iPod Touch devices.

- Tracked and reported quality issues according to standards and compliance, also maintained bug flow graph
- Detailed game color analysis and adjustment using in-house production tools

### TAXICITY, CENTRE FOR DIGITAL MEDIA, VANCOUVER

**Client: Microsoft Canada**

**PROJECT MANAGER**

January 2010 – April 2010

Worked on a seven-person team for an award-winning Silverlight game created using Open Data and Bing Maps API. TaxiCity bagged the 'Best Student App' and 'Second Prize' at For the Web (FTW) competition, 2010.

- Scheduled, tracked and managed the development team using SCRUM and Agile methodology
- Created process, outlined best practices and monitored compliance when necessary
- Generated and implemented audio using Adobe Sound Booth and Visual Studio
- Helped document and maintain project highlights and process

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# SAGAR DATTA

Phone: 778 928 8350

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Email: [sagar.datta66@gmail.com](mailto:sagar.datta66@gmail.com)

Website: <http://sagardatta.com>

Address: 3236 Renfrew Street, Vancouver, B.C.

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## PROJECT MANAGER | PRODUCER

### SYNQUA GAMES, MUMBAI

#### GAME DESIGNER

July 2008 – July 2009

Designed and helped develop nine mobile games of which two - namely, IPL T20 and Arjuna - The Greatest Warrior, had hit number one spot on the 'Annual Top Five Download List' in India and ranked second in Vietnam, respectively in the year 2009.

- Developed new and innovative concepts, stories, themes and game flow for nine mobile games
- Designed levels, missions, environments and locales for each game and constantly play-tested them
- Defined various unique characteristics and features of the enemies, opponents, obstacles and players
- Client/account management and marketing materials production and assembly

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## OTHER EXPERIENCE

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### ALIEN MULTIMEDIA, MUMBAI

#### PRODUCTION CONSULTANT

October 2008 – April 2009

Responsible for client/account management and creating concepts and ideas for them, these included – 3D Models, Digital Painting, Animation, Character models for games and Video FX. Also scheduled deliverables and identified cross-functional dependencies for each team.

### ZAPAK DIGITAL ENTERTAINMENT, MUMBAI

#### PRODUCTION CONSULTANT ZAPAK TV (Internship)

May 2007 – June 2007

Worked closely with Producers and Content Managers; for editing, converting and managing content on the Video Management System. Also, created marketing materials and reviewed and researched new videos materials.

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## ACADEMIC PROJECTS

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### ONLINE GAMING INDUSTRY IN INDIA

Dissertation Title, BMS

At the nascent stage of online gaming realm in India, it was important to realize its impact and relevance to the gaming ecosystem in India as a gamer and a management student. This project included topics such as "Online Gaming as Marketing and Sales Catalyst" and "Economics, Drivers & Issues- Online Gaming" and many other topics.

### TALON

Visual Story, MDM

Talon showcases an interactive story telling mechanic using a game world. It begins in a 2D environment and evolves into a 3D world! Within a group of seven students, I was responsible for designing the levels and the gameplay mechanics in this interactive story based game.

### SAMSARA

Entrepreneurship, BMS

Created a hypothetical company with an innovative business plan, backing it with research and analysis of the product market. Planned and designed a MMORPG based on Indian mythology called Samsara. Topics of this project include Marketing, Financial Analysis and Business Models.

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## SKILLS

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#### Project Management

- Agile, SCRUM and traditional methodologies
- Progress reports and project trouble shoot
- Asset management and organization
- Project and Milestone scheduling
- Risk assessment and mitigation
- Planning, initiation, and organization

#### Software

- MS Project
- MS Visio
- DotProject
- Preforce
- Illustrator
- MS office
- Trac
- OmniPlan
- Photoshop
- JIRA