

Ritaban Chaudhuri

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Introduction

Computer Science and Engineering student at IIIT Kalyani with a strong foundation in game development. Skilled in using Unreal Engine and Unity to build interactive experiences. Passionate about combining creativity with technical skills to solve real-world challenges. Looking to contribute to collaborative teams and grow through hands-on experience in the game development industry.

Education

Indian Institute Of Information Technology Kalyani, BTech in Computer Science and Engineering Aug 2023 – May 2027

- CGPA: 8.8/10 (Till 3rd Semester)

National Gems Higher Secondary School, Higher Secondary Apr 2007 – Jun 2022

- ISC - 95.2% and ICSE - 93.3%

Projects

C++ Game Development Using SFML Breakout Blitz | Polygon Slayer

- Developed **Breakout Blitz**, a modular Breakout clone featuring **paddle controls**, **ball physics**, and **dynamic brick collisions**, using an ECS-based architecture for scalability.
- Built **Polygon Slayer**, a top-down arcade shooter with **procedurally generated polygonal enemies**, **unique player abilities**, and **optimized collision pipelines** for smooth gameplay.
- Tools used: C++, SFML

Flickering (Formerly Unbinding) Google Drive For Unbinding | Demo Video

- Revamping and expanding on *Unbinding*, a 48-hour UE5 game jam project that advanced to Round 2 of Advitiya '25. The current version features a **modular environment**, **enhanced interaction systems**, and **improved level design** for a more immersive horror experience. Currently developing ghost AI and branching escape sequences.
- Tools used: Unreal Engine 5, Unreal Engine blueprints, Unreal AI, Material Editor

Kitchen Chaos Itch.io

- Built as part of CodeMonkey's 10-hour Unity Beginner/Intermediate course, then **extended with custom features** like **kitchen item restocking** on the container counter. Implemented **clean architecture** using Scriptable Objects, state machines, event-driven programming, and Unity's **new Input System**. Also explored Shader Graph, responsive UI, and animation workflows.
- Tools used: C#, Unity, Microsoft Visual Studio

Certificates

Unreal Engine 5: The Complete Beginner's Course | Instructor: David Nixon | Platform: Udemy | Completed: October 2024

Unreal Engine 5: The Intermediate Course | Instructor: David Nixon | Platform: Udemy | Completed: December 2024

Technologies

Languages: C++, C, Java, C#, SQL, Python, Kotlin

Tools and Frameworks: Unreal Engine 5, Unity, OpenGL, SFML, Microsoft Visual Studio, Git, Flask