Ritaban Chaudhuri

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Introduction

Computer Science and Engineering student at IIIT Kalyani with a strong foundation in game development and interactive media. Proficient in Unreal Engine and Unity, with experience building engaging gameplay systems and immersive environments. Passionate about blending creativity and technology to tackle real-world problems. Eager to contribute to dynamic teams and gain 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: 8.55/10 (Till 4th 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 a **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