

Ritindranath Tagore

Phone: +91 6289027917 | Email: ritintagore@gmail.com

LinkedIn: <https://www.linkedin.com/in/rnt04/>

GitHub: <https://github.com/Rnt-04>

Itch.io: <https://rnt04.itch.io/>

Education

VIT Bhopal University Bhopal, Madhya Pradesh
September 2022-2026

BTech Computer Science and Engineering
Major in Computer Science; Specialization in Gaming Technology
CGPA: 8.06/10

12th Standard

St. Xaviers Collegiate School Kolkata, West Bengal
ISC Percentage: 84.25% 2022

10th Standard

St. Xaviers Collegiate School Kolkata, West Bengal
ISCE Percentage: 93.4% 2020

Projects

Artificial Intelligence in Games: Unity, C#, Python

April 2025

- A series on common machine learning algorithms and AI practices used in gaming.
- Includes exercises to demonstrate use of Naïve-Bias classifier, influence maps, decision trees, pathfinding algorithms etc.
- Consists of 8 different exercises, with some being demonstrated in Unity and some algorithms coded in Python.
- Link and Results: https://github.com/Rnt-04/AIseries_practicals

Pong remake: Unity, C#

January 2025

- Recreated the classic Pong game, playable on web browsers.
- Added several features, including selectable difficulty levels, an improved UI, and sound effects.
- Link and Results: <https://rnt04.itch.io/pong-remake>

2D Platformer: Godot, GDScript

September 2024

- Solo end-to-end project developed in Godot Engine, playable on web browsers.
- Implemented various game design principles and maintained rigorous coding standards for over 300 lines of code.
- Link and Results: <https://rnt04.itch.io/test-game>

3D Terrain Showcase: Unity, C#

March 2024

- Implemented various terrain features to showcase a robust and visually appealing hilly-forest environment in Unity, complete with waterbodies, trees and other terrain elements.
 - Additionally developed a first-person controller to move around and explore the terrain.
- Link and Results: https://github.com/Rnt-04/terrain_demo

Extracurricular

CISCO Community

October 2023- Present

- Working with the **Event management team** for successful planning and organization of CISCO Community events in the tech domain.

TEDX VIT Bhopal

February 2023- Present

- **Co-Lead of the sponsorship and finance team**
- Spearheaded acquisition of sponsors for the successful organization of TED Talks on our campus which hosted multiple speakers.

Experience

- **Content Team Lead** at My Safe Circle, a nonprofit organization promoting mental health awareness. Responsible for guiding interns and ensuring quality of content developed.
- Collaborated with Dr. Pallabi Sarkar and 2 other batchmates to co-author and present a **research paper titled "Identity and Access Management Systems: A Comparative Review"** currently submitted for publication.
- Navigated an **ML based research project at IIIT Guwahati**, focusing on predicting priority-based layer-wise connections in social networks by employing advanced data analysis and feature engineering techniques to improve prediction accuracy.
- **Student Coordinator at ICIMITA 2024** - the First International Conference on Machine Intelligence, Tools and Applications held at VIT Bhopal University. Coordinated presentations and event proceedings for over 20 participating teams.

Honors, Awards and Hackathons

- **Best Delegate Award** at VITB MUN 2023
- **Participated in SECVIT 2024**, a Cybersecurity hackathon held at VIT Bhopal.
- **Certificate for remarkable performance** in College Connect Program at Mood Indigo, IIT Bombay (2023)

Certifications

- **Fundamentals of Artificial Intelligence and Machine Learning:**
https://drive.google.com/file/d/1XUPTtvbwc9MgEkm8dYA8JWD5r7NLU_j/view
- **Google Cloud Computing, Google Generative AI:**
https://www.cloudskillsboost.google/public_profiles/78c71d77-9ad5-4eb6-b691-a8d83cf1a6a8

Additional

Technical Skills: Java, C#, Python, GDScript, Unity, Godot

Soft Skills: Leadership, teamwork, reliable, fast learner

Languages: Fluent in English; Bengali; Hindi.