

Rudra Nil Basu

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EDUCATION

WBUT (IN-HOUSE)

B.TECH IN COMPUTER SCIENCE

August 2014 - Present | Kolkata, WB
West Bengal University Of Technology
GPA: 7.88 / 10.0

VMS, JOKA

COUNCIL FOR THE INDIAN SCHOOL CERTIFICATE EXAMINATIONS

1999-2014 | Kolkata, India
ISC - 94%
ICSE - 92%

LINKS

Github:// [RudraNilBasu](#)
LinkedIn:// [rudranilbasu](#)
SPOJ:// [r_n_b](#)
Codechef:// [r_n_b](#)

SKILLS

LANGUAGES

• C • C++ • Java • Javascript
• Python • UnityScript • C# • QML

TOOLS

• Unity3D • Visual Studio • Blender
• Git • NodeJs • \LaTeX • Qt

DATABASE

• MySQL

OPERATING SYSTEM

• GNU Linux • Windows

COURSES

• Data Structures and Algorithm •
Operating System • Computer Graphics •
Database Management System •
Automata Theory • Networking

EXPERIENCE

KDE | GOOGLE SUMMER OF CODE STUDENT

May - August 2017 | Kolkata, West Bengal

- Porting activities from GTK+ version to Qt version of GCompris
- **Languages / Technologies:** Qt, C++, Javascript, Qml

PROJECTS

VIDEO GAME DEVELOPMENT | PROGRAMMER AND DESIGNER

2013 - Current

Over **15+** personal projects, including various personal and jam games. Most of them are available at my portfolio ([rudranilbasu.github.io](#)).

Few of them are listed below:

• **Followed** (2016): 3D horror game made within 48 hours for the 2016 Asylum Jam organised by GameJolt, currently played over 2100+ times on GameJolt

Role: Programming, Design, Graphics

• **Trapped** (2017): Made within 48 hours for **2017 Global Game Jam** with the theme "Waves"

Role: Programming, Design

Languages / Technologies: Unity3D, Blender, C# for scripting

OPEN SOURCE 2015 - Current

All projects available at [github.com/RudraNilBasu](#)

• **Algorithm Visualizer** (2016): An open source project to visualize standard algorithms, I was responsible for contributing on various algorithms in this project.

• **GCompris** (2017): Contributed to KDE's GCompris by adding new activities and porting activities from GTK version to Qt version

• **GameBook** (2017): A library of video games and their reviews.

Languages / Technologies: NodeJS, MySQL.

• **Chalk** (2017): A command line text editor written in C

ACHIEVEMENTS AND AWARDS

2015-17 3 times Runner's up, NASSCOM Gaming Forum Awards - **Student Game of the Year**. Awarded at NASSCOM Game Developer Conference for "Fortior" (2015), "DuraTron" (2016) and "Evolve" (2017)

2015-17 Ludum Dare (Top 20% overall for "Evolve") and various online game jams by GameJolt - 3rd in 2015 Asylum Jam (for "Hysteria")
1st in 2016 badboxart jam (for "The Hunger Game")

2015 1st Place in Mechanical Design for "Skyfall", a manually controlled robotics event organised by KSHITIJ, IIT Kharagpur's Annual Tech Fest

ACTIVITIES

Bytes Club: Head of Bytes Club, the coding club of WBUT In-House

Season of KDE: Mentor of 2017 Season of KDE for the project GCompris

Participant

- ACM ICPC 2017 Regionals (Amritapuri site)
- Online game jams, including Ludum Dare and jams hosted by GameJolt
- Participated in online and offline coding competitions
- **Global Game Jam 2017:** Participated in Global Game Jam 2017 (Kolkata site).
- **Web Admin** Created and maintained websites of **Konstruct 2016**, the annual Open source fest of our college and International Conference on Advanced Computing, 2016, which was organised by my college.