

# Rudra Nil Basu

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EDUCATION	<b>B.Tech in Computer Science, Second Year</b> West Bengal University of Technology <ul style="list-style-type: none"><li>CGPA of <b>8.0</b>/10 (June 2016)</li></ul>	2014-2018
	<b>High School</b> Vivekananda Mission School (ISC) -94%	2012-2014
	<b>Secondary School</b> Vivekananda Mission School (ICSE) -92%	1999-2012
EXPERIENCE		
TECHNICAL SKILLS	<b>Languages</b> - C,C++,Java, Python, C# <b>Tools</b> - Unity3D, Adobe Photoshop, L <sup>A</sup> T <sub>E</sub> X, Blender <b>Version Control System</b> - Git <b>Operating Systems</b> - GNU LINUX, Windows	
SELECTED PROJECTS	<b>Video Game Development</b> Over 15 video game projects.All projects are available at my portfolio ( <a href="http://rudranilbasu.github.io/">http://rudranilbasu.github.io/</a> ) Few of them are listed as follows - <ul style="list-style-type: none"><li><b>Hysteria</b> :- 3D horror game made within 48 hours for the 2015 Asylum Jam organised by GameJolt. Role - Programming/Design/Graphics</li><li><b>Fortior</b> :- Made within 48 hours for the 33rd Ludum Dare Role - Programming/Design/Graphics/Audio</li></ul>	2013-2016  2015  2015
ACHIEVEMENTS AND AWARDS	<ul style="list-style-type: none"><li>Runner's up, NASSCOM Gaming Forum Awards for Fortior organised by NASSCOM</li><li><b>Game jams</b> 3rd Place, 2015 Asylum Jam hoseted by GameJolt (For Hysteria) 1st Place, #badboxart jam hosted by GameJolt (For The Hunger Game)</li></ul>	2015 2015-2016