Rudra Nil Basu

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EDUCATION

B.Tech in Computer Science, Second Year

2014 - Present

West Bengal University of Technology

• CGPA of **8.0**/10 (June 2016)

High School Vivekananda Mission School (ISC) -94% Secondary School Vivekananda Mission School (ICSE) -92% 2012-2014 1999-2012

EXPERIENCE

TECHNICAL SKILLS

Languages - C,C++,Java, Python, C#, UnityScript Tools - Unity3D, Adobe Photoshop, Blender, LATEX

Version Control System - Git

Operating Systems - GNU LINUX, Windows

SELECTED

Video Game Development

2013-2016

2015

PROJECTS

Over 15 video game projects. All projects are available at my portfolio (http://rudranilbasu.github.io/) Few of them are listed as follows -

• Hysteria: 3D horror game made within 48 hours for the 2015 Asylum Jam organised by GameJolt.

Role - Programming/Design/Graphics

• Fortior: Made within 48 hours for the 33rd Ludum Dare with the theme 'You are the Monster' 2015 Role - Programming/Design/Graphics/Audio

AND AWARDS

ACHIEVEMENTS • Runner's up, NASSCOM Gaming Forum Awards - Student Game of the Year Awarded at the NASSCOM Game Developer Conference for Fortior

2015

Game jams 2015-2016

3rd Place, 2015 Asylum Jam hosted by GameJolt (For Hysteria) 1st Place, #badboxart jam hosted by GameJolt (For *The Hunger Game*)

• 1st Place in Mechanical Design in 'Skyfall', a Manually controlled Robotics event organised by 2015 KSHITIJ, IIT Kharagpur's Annual Tech Fest

ACTIVITIES

Web Admin

• Created and Maintained the website of Konstruct 2016, the annual open source fest of my college. 2015

• Created and Maintained the website of International Conference on Advanced Computing 2016, which was organised in my college. 2015

Participant

 Participated in various online game jams, online coding competitions and offline coding 2014 - 2016competitions held in my college.