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

Game Development Intern, Centauri Services

July 2016 - Sept 2016

Was responsible for the design and development of various minicip games and a 3D android shooting game. On the development side, I was responsible for creating the 3D world and programming the core gameplay elements.

TECHNICAL

SKILLS

Languages - C,C++,Java, Python, C#, UnityScript

Tools - Unity3D, Visual Studio, Adobe Photoshop, Blender, LATEX

Version Control System - Git

Operating Systems - GNU LINUX, Windows

SELECTED Projects

Video Game Development

2013-2016

2015

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

Open Source 2015-2016

All projects available at https://github.com/RudraNilBasu

• AlgorithmVisualizer :- An open source project to visualize standard algorithms, was 2016 responsible for contributing on various algorithms in the project.

AND AWARDS

ACHIEVEMENTS • Two time Runner's up, NASSCOM Gaming Forum Awards - Student Game of the Year 2015-2016 Awarded at the NASSCOM Game Developer Conference for Fortior (2015) and DuraTron (2016)

Game jams

2015-2016

2015

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 2015KSHITIJ, 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.

Participant

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