

Rudra Nil Basu

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EDUCATION	B.Tech in Computer Science, Second Year West Bengal University of Technology <ul style="list-style-type: none">CGPA of 8.0/10 (June 2016)	2014 - Present
	High School Vivekananda Mission School (ISC) -94%	2012-2014
	Secondary School Vivekananda Mission School (ICSE) -92%	1999-2012
EXPERIENCE		
TECHNICAL SKILLS	Languages - C,C++,Java, Python, C# , UnityScript Tools - Unity3D, Adobe Photoshop, Blender, L ^A T _E X Version Control System - Git Operating Systems - GNU LINUX, Windows	
SELECTED PROJECTS	Video Game Development Over 15 video game projects.All projects are available at my portfolio (http://rudranilbasu.github.io/) Few of them are listed as follows - <ul style="list-style-type: none">Hysteria :- 3D horror game made within 48 hours for the 2015 Asylum Jam organised by GameJolt. Role - Programming/Design/GraphicsFortior :- Made within 48 hours for the 33rd Ludum Dare with the theme 'You are the Monster' Role - Programming/Design/Graphics/Audio	2013-2016 2015 2015
ACHIEVEMENTS AND AWARDS	<ul style="list-style-type: none">Runner's up, NASSCOM Gaming Forum Awards for <i>Fortior</i> organised by NASSCOMGame jams 3rd Place, 2015 Asylum Jam hoseted by GameJolt (For <i>Hysteria</i>) 1st Place, #badboxart jam hosted by GameJolt (For <i>The Hunger Game</i>)1st Place in Mechanical Design in '<i>Skyfall</i>', a Manually controlled Robotics event organised by KSHITIJ, IIT Kharagpur's Annual Tech Fest	2015 2015-2016 2015
ACTIVITIES	Web Admin <ul style="list-style-type: none">Created and Maintained the website of Konstruct 2016,the annual open source fest of my college.Created and Maintained the website of International Conference on Advanced Computing 2016, which was organised in my college. Participant <ul style="list-style-type: none">Participated in various online game jams, online coding competitions and offline coding competitions hosted in my college.	2015 2015 2014-2016