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

2017

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.
- Global Game Jam 2017 Participated in Global Game Jam 2017 (Kolkata site)