

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)	2014-2018
	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# Tools - Unity3D, Adobe Photoshop, L ^A T _E X, Blender 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