

RUDRA NIL BASU

Undergraduate Computer Science Student

general

24/B, Kabi Guru Sarani, Kolkata – 700034
West Bengal, India

+91 8420650826

rudra.nil.basu.1996@gmail.com

Linkedin : <https://in.linkedin.com/pub/rudra-nil-basu/a4/679/7a1>

GitHub : <https://www.github.com/RudraNilBasu>

Languages : English, Bengali, Hindi.

education

2013-14 – **Bachelor** of Engineering - *West Bengal University of Technology, West Bengal*
Branch : Computer Science And Engineering

CGPA – 8.07 (upto Second Semester)

2013-14 – **Higher Secondary** Education - *Council of Indian School Certificate Examination, New Delhi*
Percentage – 94.25 %

2012 – **Secondary** Education - *Council of Indian School Certificate Examination, New Delhi*
Percentage – 91.2 %

programming

C, C++, Java, C# (on Unity) and Unity Script (Javascript on Unity)

software

Unity 3D, Adobe Photoshop, Eclipse (with ADT), vim, gedit, gcc, MS Office, Blender.

operating systems

Windows, UNIX.

achievements

2015 – **Runners up, NASSCOM Gaming Forum Awards – Student Game of the Year** *NASSCOM*
“Fortior” was the Runners up in the NGF Awards.
- **Game Jams**
3rd Place, Asylum Jam 2015 held by GameJolt *GameJolt*

projects

2013-2015 – Video game design and development

Nearly 10 video game design and development (Both 2D and 3D projects, in Unity3D Engine) . Few of the games can be found in my gamejolt profile

<http://gamejolt.com/profile/rudra-nil-basu/324630/games>

Few of the games are described below :

- i) **Apparition** (2015 -)– Currently a Work in Progress 3D open world horror game.
- ii) **Fortior** (2015) – A 2D puzzle platformer game made in *48 hours* for the 33rd Ludum Dare (compo) (*August 2015*), which was ranked 267th in *Mood*.
- iii) **Hysteria** (2015) – Short Horror game made within 48 hours for the Asylum Jam 2015 held by Gamejolt. It is a short prequel of Apparition.
- iv) **Gravity** (2015)– Recreation of the old school “Pong” game, with few added feature, in which the player’s bat is affected by gravity. Made within *72 hours* , available for PC and Android
- v) **Exterminate** (2015)- A top down shooter game, made within 48 hours of time.
- vi) **Roller** (2014) – Made with collaboration with a group (of strength 2) specifically for Android devices, and also for (an unreleased) PC machines. We have plans of turning it into a high end PC game in the near future.
- vii) **Electro** (2014) – Made in 48 hours, where the objective of the player is to avoid enemies.

2014 – Robotics, KSHITIJ

Indian Institute of Technology, Kharagpur

Manual Robotics Event - Skyfall

activities

2014-2015 – Founder and Programmer

Founder of PriZm, an Indie game developing studio. I mainly concentrate on the programming aspect of the games.

2014-2015 – Competitive Programming

Participated in Competitive Programming, mainly Codechef and SPOJ.

2014 – Participant

Participated in various Game Jams, Competitive Programming Competitions, (3rd in CodeStorm 15.04) and Robotics Events (KSHITIJ, IIT Kharagpur - 1st in Mechanical Design, Finalist in Main event) .

interests

Professional : Video game design and development, competitive programming, game programming/scripting.

Personal : Digital music editing/composing, puzzle solving, technology, video games (with specific interest in horror genre).