

# RUDRA NIL BASU

*Undergraduate Computer Science Student*

## general

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

Portfolio : <http://rudranilbasu.github.io>

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**

1st Place, 2016 badboxart jam held by GameJolt  
3rd Place, Asylum Jam 2015 held by GameJolt  
267th place, Ludum Dare

*GameJolt*  
*GameJolt*  
*Ludum Dare*

## 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>

For all projects, kindly refer portfolio: <http://rudranilbasu.github.io>

Few of the games are described below :

- i) **Apparition** (2015 - )– Currently a Work in Progress 3D horror game.
- ii) **The Hunger Game** (2016)– Made within 72 hours for badboxart jam on Gamejolt. It is a game about gathering food and hunting animals
- iii) **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*.
- iv) **Hysteria** (2015) – Short Horror game made within 48 hours for the Asylum Jam 2015 held by GameJolt. It is a short prequel of Apparition.
- v) **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
- vi) **Exterminate** (2015)- A top down shooter game, made within 48 hours of time.
- vii) **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.
- viii) **Electro** (2014) – Made in 48 hours, where the objective of the player is to avoid colliding with enemies.

2014 – **Robotics, KSHITIJ**  
Manual Robotics Event - Skyfall

*Indian Institute of Technology, Kharagpur*

## 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).