

Rudra Nil Basu

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EDUCATION

WBUT (IN-HOUSE)

B.TECH IN COMPUTER SCIENCE

August 2014 - Present | Kolkata, WB
West Bengal University Of Technology
GPA: 8.0 / 10.0

VMS, JOKA

COUNCIL FOR THE INDIAN SCHOOL CERTIFICATE EXAMINATIONS

1999-2014 | Kolkata, India
ISC - 94%
ICSE - 92%

LINKS

Github:// [RudraNilBasu](#)
LinkedIn:// [rudranilbasu](#)
Quora:// [Rudra-Nil-Basu](#)

SKILLS

LANGUAGES

- C • C++ • Java • Javascript
- Python • UnityScript • C#

TOOLS

- Unity3D • Visual Studio • Blender
- Git • \LaTeX • Qt Creator

OPERATING SYSTEM

- GNU Linux • Windows

COURSES

- Data Structures and Algorithm •
- Operating System • Computer Graphics •
- Database Management System •
- Automata Theory

EXPERIENCE

CENTAURI SERVICES | GAME DEVELOPMENT INTERN

July - Sept. 2016 | Kolkata, West Bengal

- Created various miniclip games and a 3D shooting game for Android
- Created the 3D world and programmed various gameplay elements

PROJECTS

VIDEO GAME DEVELOPMENT | PROGRAMMER AND DESIGNER

2013 - Current

Over **15+** personal projects, including various personal and jam games. Most of them are available at my portfolio ([rudranilbasu.github.io](#)).

Few of them are listed below:

- **Followed** (2016): 3D horror game made within 48 hours for the 2016 Asylum Jam organised by GameJolt, currently played over 1800+ times on GameJolt

Role: Programming, Design, Graphics

- **Trapped** (2017): Made within 48 hours for **2017 Global Game Jam** with the theme "Waves"

Role: Programming, Design

OPEN SOURCE 2015 - Current

All projects available at [github.com/RudraNilBasu](#)

- **Algorithm Visualizer** (2016): An open source project to visualize standard algorithms, I was responsible for contributing on various algorithms in this project.

ACHIEVEMENTS AND AWARDS

2015-16 2 times Runner's up, NASSCOM Gaming Forum Awards - **Student Game of the Year**. Awarded at NASSCOM Game Developer Conference for "*Fortior*" (2015) and "*DuraTron*" (2016)

2015-16 Various online game jams by GameJolt - 3rd in 2015 Asylum Jam (for "*Hysteria*")
1st in 2016 badboxart jam (for "*The Hunger Game*")

2015 1st Place in Mechanical Design for "*Skyfall*", a manually controlled robotics event organised by KSHITIJ, IIT Kharagpur's Annual Tech Fest

ACTIVITIES

- **Web Admin** Created and maintained websites of **Konstruct 2016**, the annual Open source fest of our college and International Conference on Advanced Computing, 2016, which was organised by my college.

Participant

- Participated in various online game jams, including Ludum Dare and jams hosted by GameJolt
- Participated in online and offline coding competitions
- **Global Game Jam 2017**: Participated in Global Game Jam 2017 (Kolkata site).