

# Tapan Ranjan

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## Objective

I am a graduate of Bachelors of Technology (Computer Science) from VIT University (June, 2015). I have a specific interest in emerging technologies and a passion for software development and tinkering.

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## Projects

### AI (Artificial Intelligence) based:

- Herding and Flocking behaviour simulator.  
( <http://opeious.github.io/life.html> )
- Genetic Algorithm based TSP (Travelling Salesman Problem) Solver.  
( <http://opeious.github.io/tsp.html> )

### Web development:

- RnR Gaming Lounge - ( <http://rnr lounge.in> )
- Online magazine - Derailed Douchebaggery ( <http://www.derailedouchebaggery.com> )

### Embedded Systems and IOT (Internet of Things) based:

- Augmented vision digital assistant. ( <https://github.com/opeious/ProGlass> )
- POV (Persistence of Vision) based propeller clock. ( <https://youtu.be/accJ5AGDQqY> )
- Sensor based modular home automation system.
- Smart Ambulance system.

### Other projects:

- Unreal Engine (3D Puzzler) Tech Demo. ( <http://youtu.be/iDLW6-u85aQ> )
- mySQL to JSON wrapper for Java using JDBC driver and Jackson.

**Github:** <https://github.com/opeious>

**LinkedIn:** <https://www.linkedin.com/in/tapanranjan>

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## Core Skills

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|--------------------|--------------------------------|----------------------|------------|
| C++ and OOP        | Data structures and Algorithms | HTML/CSS             | Javascript |
| IoT and automation | Database development           | Hardware Prototyping | Java       |
| 2D/3D Design       | Embedded Development           | Software Engineering | UI / UX    |
| Adobe Photoshop    | Artificial Intelligence        | Git / Source Control | C / embd C |

## Education

### **VIT University, Vellore, India (7.53/10)**

June, 2015

Bachelors of Technology in Computer Science and Engineering

Electives (Artificial Intelligence, Soft Computing and Data Warehousing & Analytics)

### **Chiranjiv Bharti School (74.4%)**

2011

12th Standard CBSE

### **Chiranjiv Bharti School (79.2%)**

2009

10th Standard CBSE

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## Experience and Co-curriculars

### **Derailed Douchebaggery** - Section Editor: (<http://www.deraileddouchebaggery.com>)

June '13

Derailed Douchebaggery is an online magazine targeted at the youth (10k+ views per day). Being the section editor for the entertainment section involves not only writing and proofreading content but also collaborating with content writers, guest writers and other section heads to provide readers with latest movie reviews and news. I was also involved with graphic design and development of the website.

### **Creation Labs** - Researcher: ([bit.ly/creationLabs](http://bit.ly/creationLabs))

Feb '14

Worked for setting up and running of the lab which is a student driven space in VIT University that encourages students to design and innovate in multidisciplinary engineering fields. With projects from all fields of engineering from home automation to game development and mind controlled drones. Also took part and organised various hack-a-thons during the time at creation labs.

### **Core at Technology and Gaming Club** - Technical Team: (<http://on.fb.me/1ImMCu7>)

July '12

TAG is a student club in VIT University which encourages and promotes student involvement in the spheres of programming, game development and gaming. Responsibilities include coming up with event proposals and executing them, encompassing everything from poster designing, logo designing, t-shirt designing, event promotion, crowd management, managing volunteers to conducting game development workshops.

### **Rock and Rollas Lounge** - Web Developer: (<http://rnrllounge.in>)

Jan '15

Designed and developed the online presence of a local business. Involved setting up domains, servers, facebook pages and full stack web development.

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