Tapan Ranjan

Computer Science Engineer
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SKILLS

Language proficiency:
C++ • HTML • JS • SQL
Language familiarity:
Embd. C • Python • PHP • CSS
Tools:
Adobe Photoshop • Arduino • Git • Blender • Adobe Brackets • Unreal Engine

EDUCATION

VIT University - 2015
Vellore
B. Tech (Computer Science)
CGPA: 7.53 / 10
CBS, Gurgaon - 2011
XIIth std. - 74.4%
CBS, Gurgaon - 2009
Xth std. - 79.2%

UG COURSE WORK

Artificial Intelligence
Data warehousing
Soft computing
Operating systems
Computer graphics

CO-CURRICULARS

YearBook (2014) Designer
Tech and GameDev Club

LINKS

Github: /opeious
LinkedIn: /in/tapanranjan
Website: tapanranjan.com

PROJECTS

Augment vision smart spectacles:
 • Hardware prototyping on Arduino
 • Wrote Bluetooth comms. protocol for Android
 • Designed the user interface for the LED display
Artificial Intelligence implementations:
 • TSP solver (genetic algorithms)
 • Herding sim (particle swarm optimization)
Modular home automation system:
 • Top 10 - HoneyWell Hack-a-thon (2014 | VIT)
 • Featured HoneyWell Tech-symposium (2014)
 • Plug-and-Play automation via an Android app

SIDE PROJECTS

 • Unreal Engine 3D Puzzler tech demo
 • Smart Ambulance system

EXPERIENCE

RnR, Lounge | Frontend developer (Dec 2014)
Designed and developed the online presence of a local business.
Derailed Douchebaggery | Section Editor (2013-2015)
Online entertainment portal. (100k hits / month)

RESEARCH

Creation Labs, VIT University | Researcher
Worked for setting up and running of the lab which is a student driven space guided by the vice-chancellor in VIT University that encourages students to design and innovate in multidisciplinary engineering fields. With successful projects in varying fields like game dev, mind-controlled drones, and wearable technology.