Tapan Ranjan
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Objective

I am a final year student of Bachelors of Computer Science from VIT University, expected to graduate in June, 2015. I have a specific interest in emerging technologies and a passion for software development and tinkering.

Core Competencies

C++ and OOP	Embedded C	HTML/CSS	Javascript
Image Editing	Texture Development	Hardware Prototyping	IOT
3D Modelling	Data structures and Algorithms	Software Engineering	SQL
Agile Development	Artificial Intelligence	Git / Source Control	Arduino

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Projects

AI (Artificial Intelligence) based:
- Genetic Algorithm based TSP (Travelling Salesman Problem) Solver.
- Herding and Flocking behaviour simulator.

Embedded Systems and IOT (Internet of Things) based:
- Augmented vision digital assistant.
- POV (Persistence of Vision) based propeller clock.
- Sensor based modular home automation system.
- Smart Ambulance system.

Full stack web development:
- RnR Gaming Lounge - (http://rnrlounge.in)
- Online magazine - Derailed Douchebaggery (http://www.derailedouchebaggery.com)
- Game-a-thon - (http://gameathon.in)

Other projects:
- Unreal Engine (3D Puzzler) Tech Demo.
- Arcade Game (Space Invaders) C++ Clone.

Education

VIT University, Vellore, India   June, 2015
Bachelors of Technology in Computer Science and Engineering - CGPA: 7.35 / 10
Electives (Artificial Intelligence, Soft Computing and Data Warehousing & Analytics)

Chiranjiv Bharti School   2011
12th Standard CBSE

Chiranjiv Bharti School   2009
10th Standard CBSE

Experience and Co-curriculars

Creation Labs - Executive Board Member**:** (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.

Derailed Douchebaggery - Section Editor**:** (http://www.deraileddouchebaggery.com)
June '13
Derailed Douchebaggery is an online magazine targeted at the youth (100k+ views per
month). 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. Also involved with
graphic design and development of the website.

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://rnrlounge.in)
Jan '15
Designed and developed the online presence of a local gaming cafe. Tools used: Adobe
Brackets IDE, HTML. CSS, JS, Adobe Photoshop.