

# Rudra Nil Basu

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## EDUCATION

B.Tech in <b>Computer Science</b>	2014-2018
<i>West Bengal University of Technology, Kolkata</i>	7.88/10.0
Higher Education in <b>Council for the Indian School Certificate Examinations</b>	1999-2014
<i>Vivekananda Mission School, Kolkata, India</i>	ISC: 94% ICSE: 92%

## EXPERIENCE

<b>Senior Software Engineer</b>	2018 - Present
<i>HackerRank, Bangalore</i>	

- Implemented and integrated mobile development assessment alongside HackerRank's existing Interviews and CodeScreen frameworks. Supporting native android, iOS and reactnative assessments along with an on-demand emulator support
- Improved test case fetch time on the code-checker platform, which is the core service that powers HackerRank Community, HackerRank for Work, Interviews platform and Bing Search which in-turn reduced the overall submission execution time.
- Improved the run-time of read-only DB based submissions on the code-checker platform, where read-only DB questions constitute 90% of DB based questions.
- Created and maintained a flexible in-product ad unit mechanism on the Community platform to show and track activity of custom made internal ads to the community of average 100k active users, while allowing the flexibility to quickly add / update the ads without any code change.
- Maintained the service used to send out transaction and promotional emails and SMS, which were used to send emails to 300k+ community users per day while effectively tracking email opens and email link clicks.
- Integrated Projects based questions on the Community platform, which enabled the community users to evaluate their skills on real-world projects, on top of the already existing competitive programming styled challenges.
- Build the HackerRank Jobs product and ensured effective syncing of application states between the In-Product Jobs Dashboard and all the supported ATS systems
- Build the Skills Verification Certification and Mock tests product for the Community, which has around 1 Million attempts and 800k awarded certificates.

<b>Google Summer of Code student</b>	May 2017 - August 2017
<i>KDE</i>	

- [Proposed](#) and added new activities and ported existing activities from GTK+ version to QT version of GCompris which are aimed at teaching children aged 2-10 years old about physics around submarines (usage of velocity and ballast tanks), digital electricity circuits (from simple gates to BCD counters and 7 segment display) and Family Trees.

## PROJECTS

<b>Video Game Projects (Unity3D, Blender, C#)</b>	2013-Current
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- Over 15+ video game personal projects including entries for various hackathon styled game jams. Most of which are available at [rudranilbasu.github.io](https://github.com/rudranilbasu) and [gamejolt.com/@r\\_n\\_b](https://gamejolt.com/@r_n_b). The most recent ones can be found at: [rudra.itch.io](https://rudra.itch.io)
- [The Myth](#) (2019): Made within 10 days for a game jam, which was played over 1000+ times on itch.io including various famous Lets Players like Markiplier
- 3x Runner's up for IGDC Student Game of the Year for "[Fortior](#)" (2015) , "[DuraTron](#)" (2016) and "[Evolve](#)" (2017)

<b>Game Engine Programming (C/C++)</b>	2018-Present
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- Fully Software Rendered video game engine written from scratch, using no external library / 3rd party engine other than windows API

<b>Algorithm Visualizer (NodeJS)</b>	2016
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- An Open Source Project to visualize standard algorithms. I was responsible for contributing on various algorithms in this project

## TECHNICAL SKILLS

: C/C++, Java, C#, SQL, TypeScript, Ruby on Rails, Node, Git, Amazon AWS, Docker,  $\text{\LaTeX}$  Unity, Blender