

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: 7.88 / 10.0

VMS, JOKA

COUNCIL FOR THE INDIAN SCHOOL CERTIFICATE EXAMINATIONS

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

LINKS

Github:// [RudraNilBasu](#)
LinkedIn:// [rudranilbasu](#)
SPOJ:// [r_n_b](#)
Codechef:// [r_n_b](#)

SKILLS

LANGUAGES

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

TOOLS

• Unity3D • Visual Studio • Blender
• Git • NodeJs • \LaTeX • Qt • Docker

DATABASE

• MySQL

OPERATING SYSTEM

• GNU Linux • Unix • Windows

COURSES

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

ACTIVITIES

- **Bytes Club:** Head of Bytes Club, the open source coding club of WBUT In-House
- **Season of KDE 2017** mentor for GCompris
- ACM ICPC 2017 Regionals (Amritapuri site)
- Online game jams, including Ludum Dare and jams hosted by GameJolt and various online and offline coding competitions
- **Global Game Jam 2017:** Participated in Global Game Jam 2017 (Kolkata site).

EXPERIENCE

HACKERRANK | SOFTWARE DEVELOPMENT INTERN

January - Present 2018 | Bangalore

- Added default code stubs in CodePair when a language is selected
- **Languages / Technologies:** C++, React, Javascript, Docker, AWS

KDE | GOOGLE SUMMER OF CODE STUDENT

May - August 2017 | Kolkata, West Bengal

- Porting activities from GTK+ version to Qt version of GCompris
- **Languages / Technologies:** Qt, C++, Javascript, Qml

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 2100+ 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

Languages / Technologies: Unity3D, Blender, C# for scripting

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.
- **GCompris** (2017): Contributed to KDE's GCompris by adding new activities and porting activities from GTK version to Qt version
- **GameBook** (2017): A library of video games and their reviews.
Languages / Technologies: NodeJS, MySQL.
- **Chalk** (2017): A command line text editor written in C

ACHIEVEMENTS AND AWARDS

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|---------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2015-17 | 3 times Runner's up, NASSCOM Gaming Forum Awards - Student Game of the Year . Awarded at NASSCOM Game Developer Conference for " <i>Fortior</i> " (2015), " <i>DuraTron</i> " (2016) and " <i>Evolve</i> " (2017) |
| 2015-17 | Ludum Dare (Top 20% overall for " <i>Evolve</i> ") and various online game jams by GameJolt - 3rd in 2015 Asylum Jam (for " <i>Hysteria</i> ")
1st in 2016 badboxart jam (for " <i>The Hunger Game</i> ") |
| 2015 | 1st Place in Mechanical Design for " <i>Skyfall</i> ", a manually controlled robotics event organised by KSHITIJ, IIT Kharagpur's Annual Tech Fest |