

# 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

### DATABASE

• MySQL

### OPERATING SYSTEM

• GNU Linux • Windows

## COURSES

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

## EXPERIENCE

### 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

2015-17 3 times Runner's up, NASSCOM Gaming Forum Awards - **Student Game of the Year**. Awarded at NASSCOM Game Developer Conference for "*Fortior*" (2015), "*DuraTron*" (2016) and "*Evolve*" (2017)

2015-17 Ludum Dare (Top 20% overall for "*Evolve*") and various online game jams by GameJolt - 3rd in 2015 Asylum Jam (for "*Hysteria*")  
1st in 2016 badboxart jam (for "*The Hunger Game*")

2015 1st Place in Mechanical Design for "*Skyfall*", a manually controlled robotics event organised by KSHITIJ, IIT Kharagpur's Annual Tech Fest

## ACTIVITIES

**Bytes Club:** Head of Bytes Club, the coding club of WBUT In-House Participant

- Online game jams, including Ludum Dare and jams hosted by GameJolt
- Participated in online and offline coding competitions
- **Global Game Jam 2017:** Participated in Global Game Jam 2017 (Kolkata site).
- **Web Admin** Created and maintained websites of **Konstruct 2016**, the annual Open source fest of our college and International Conference on Advanced Computing, 2016, which was organised by my college.