

# Tapan Ranjan

Software Engineer

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## SKILLS

### Language proficiency:

C++ • JS • ActionScript • JSON

### Language familiarity:

Embd. C • PHP • CSS

### Tools:

Adobe Photoshop • Arduino  
• Git • Adobe Brackets • IDEA  
IntelliJ

## EDUCATION

### VIT University - 2015

Vellore

B. Tech (Computer Science)

CGPA: 7.53 / 10

### CBS, Gurgaon - 2011

XII<sup>th</sup> std. - 74.4%

### CBS, Gurgaon - 2009

X<sup>th</sup> std. - 79.2%

## UG COURSE WORK

Artificial Intelligence

Data warehousing

Soft computing

Operating systems

Computer graphics

## CO-CURRICULARS

YearBook (2014) Designer

Core, Tech and GameDev

Club

## LINKS

Github: [/opeious](#)

LinkedIn: [/in/tapanranjan](#)

Website: [tapanranjan.com](#)

## EXPERIENCE

### Zynga Inc | Associate Software Engineer (Mar 2016-Present)

Detailed description available at request.  
(Location: Bangalore)

### Zynga Inc | Software Engineering Intern (Sept 2015-Feb 2016)

Worked on FarmVille2.

## SIDE PROJECTS

### AI and Game Dev:

- TSP solver (genetic algorithms)
- Unreal Engine 3D Puzzler tech demo
- 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

### Other Hardware Projects:

- Augmented reality digital assistant
- Smart Ambulance system

## 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, drones, and wearable technology.