

Ritabrata Das

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EDUCATION

Vellore Institute of Technology (VIT), Vellore

2026 – Present

B.Tech, Computer Science and Engineering (Core) | Expected : 2030

Bhubaneswar, OD

CBSE 2026 – Class XII : 85 %

2026

Odisha

CBSE 2024 – Class X : 95%

2024

PROJECTS

Ribbon of Love

Project Lead & Developer

ribbon-of-love.margatroid.moe

C++, Raylib, TypeScript, Cloudflare Workers, Cloudflare D1, Emscripten, Web Assembly

- Led design and development of a bullet-hell game celebrating Lesbian Community for a Pride Month Game jam, used Raylib and C++ and deployed the game as a web-first game and also compatible for Windows, Linux and Mac OS. Cross compilation using Cmake.
- Deployed server-side anti cheat measures to protect the leaderboard. Deployed on Cloudflare workers using D1 (SQLite) Database and backend programmed in Typescript.
- Recruited and led a team of artists, programmers and muscians together to work game during 20 days of the game jam as a project lead
- Implemented obfuscated Web Assembly code and anti cheat measures to ensure competition between players on the leaderboard.

YSFlight Warzone

Founder, Full-Stack & Infrastructure Engineer

warzone-scoreboard.theindiandev.in

Python 3, uvloop, C++, Next.js, TypeScript, PostgreSQL, AWS, GCP, GNU/Linux

- Designed and built a low-latency proxy server for the YSFlight flight-combat game in Python 3, using uvloop and low-level Unix socket handling to minimize proxy-added latency for real-time multiplayer packets. Also implemented computer-controlled dog fighter aircraft.
- Forked and optimized the YSFlight game server in C++ for dedicated server performance.
- Built the full player-facing frontend (live leaderboards, PvP match stats) in Next.js + TypeScript, deployed on Vercel.
- Architected and managed backend infrastructure: PostgreSQL on AWS, proxy and game server on GCP; maintained 100.0000% uptime over a 6-month period on a minimal, largely free-tier cloud footprint.
- Grew the server into the largest active YSFlight PvP community: 300+ registered users, ~10 monthly active players, and 30+ cumulative hours of recorded PvP playtime.

Bad Apple on DOJ Redactions

Independent Project

Python, SciPy, k-means clustering

- Rendered the “Bad Apple!!” animation entirely within the redaction blocks of public U.S. DOJ court documents using k-means color clustering to map video frames onto document layouts.
- Project video surpassed 100,000+ views on YouTube.

MUN Haiku Display

Delegate & App Developer

School MUN 2023

Python, Kivy, KivyMD, Buildozer

- Represented Japan in MUN. Designed and built an Android tablet application in Kivy/KivyMD to display haiku poetry to conference attendees, with a REST-backed system to collect and store visitor feedback. Built using Buildozer and Android NDK.

EXPERIENCE

Founder & Developer, ElaichiMC (Minecraft Server)

Aug 2023 – Nov 2023

- Founded and independently run a Minecraft server. Wrote custom Java plugins for SpigotMC for unique player experience.
- Managed end-to-end cloud infrastructure and deployment on GCP for the project to learn real costs and reliability trade offs.

Freelance Software Developer

2021 – 2022

- Delivered and deployed B2B solutions in Python and PHP to private servers running GNU/Linux Debian and Cent OS for APAC/Western market. Managed Dovecot, Postfix, Apache, FTP, Nginx hosting for the clients.

TECHNICAL SKILLS

Languages: C++, C, Python 3, TypeScript/JavaScript, PHP, Java, Bash, Nimlang, Elixir, Lua

Frameworks & Tools: Raylib, Next.js, Kivy/KivyMD, Buildozer, uvloop, CMake

Infrastructure & Data: Cloudflare Workers, Cloudflare D1, AWS, GCP, Vercel, PostgreSQL, SQLite, Linux