

ANOSHKA JHAVERI

WEB DEVELOPER



Vancouver, BC
(can relocate self - Toronto, Montreal)

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PROFILE

I'm a Web Developer with 4+ years of experience as a Python programmer in the animation industry, now focused on full-stack applications, automation tools, and CI/CD pipelines. I've engineered solutions ranging from OAuth-secured portals to AI-powered testing systems and job automation tools. I bring a cross-disciplinary approach from my technical art background and thrive in environments where creative problem-solving meets thoughtful engineering.

SKILLS

- Python, C#, C++, JavaScript, MERN stack, MySQL
- React, SCSS, PySide, PyQt, UI design
- Autodesk Maya, Motion Builder, Postman
- GitHub Actions, Netlify, Heroku, Cloudinary
- Unreal Engine, Unity
- Git, Perforce

RELEVANT EXPERIENCE

Barney's Furry Friends July 2025 - Present
Freelance Web Developer

- Developed responsive website for a dog rescue organisation using React and SCSS
- Built an OAuth-secured admin system for uploading and managing pet profiles

WrigglyBun Photography November 2024 - March 2025
Freelance Full Stack Developer

- Built and deployed a full-stack site using React, SCSS, Node.js, and Express.js
- Integrated Cloudinary for media storage and OAuth-secured login for private client access

Versatile Media January 2023 - August 2023
Creature and Rigging Technical Director (Contract Full Time)

- Automated motion capture retargeting using Python subprocess, reducing a month-long manual task to 2 days
- Designed scalable production pipeline architecture for Maya, Houdini, and Unreal integration
- Upgraded ShotGrid SDK and built validation tools to streamline QA and smooth asset delivery

Shapeshifters Interactive November 2021 - October 2022
Generalist Technical Director (Contract Full Time)

- Built OpenMaya C++ plugins and UIs in PyQt to streamline real-time workflows and optimise artist workflows
- Engineered procedural assets for Call of Duty: Vanguard using matrix math in Maya, with setup in Unreal Engine

INTERNSHIPS / PROJECTS

Portfolio March 2025 - Present

- Set up CI/CD pipeline using YAML data to integrate GitHub Actions for automated deployment to Netlify
- Built AI-powered unit test generation system, using Jest DOM to simulate user interactions and validate UI flows

Barbie Girls Rewritten May 2024 - Present

- Recreating the original Barbie Girls MMO experience in Unity with C# as part of a remote and global volunteer team
- Prototyped and implemented minigame mechanics, UI interactions, and core gameplay logic for multiplayer play

Scrapply July 2025 - Present

- Developed a browser automation system using Selenium to scrape job listings and auto-fill applications
- Created a JSON-configurable keyword filter system to personalize job selection by role and location
- Designed a CLI dashboard for monitoring success/failure rates across platforms

EDUCATION

Diploma, Software Engineering, BrainStation August 2024 - November 2024

Digital Visual Effects Diploma, Capilano University September 2018 - May 2020

Bachelor of Arts, Mount Carmel College June 2014 - April 2017