

Yuvesh Tulsiani



+44 7988036557



uveavanto.com



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yuv3sh@gmail.com

Skills

C++

C#

Unity

Java

Python

HTML

Node.js

CSS

JavaScript

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Interests

Games, hackathons, and anime

education

9/14 - now Goldsmiths University of London London, United Kingdom
Bachelor of Sciences in Games Programming. Current Average: 75%. Expected to graduate in July 2016.

9/06 - 7/13 Dame Alice Owens School Potters Bar, United Kingdom
A Levels. Specialized on Maths, Biology, Psychology, and Physics and obtained an ACCB.

experience

7/16 - 9/16 Goldsmiths University of London London, United Kingdom
Summer Researcher. Carried out a research project focusing on making game AIs more accessible to level designers.

6/15 - 8/15 FunTech St Albans, United Kingdom
Summer Camp Tutor. Taught children coding during after school and summer classes. Individually led classes of up to 11 children topics including; Java, Lego NXT, Logic Gates, Touch Typing and 3D Game Design. Headed the tutoring group at St Albans.

9/13 - 3/14 PC Pro Electronics Distribution Nigeria Lagos, Nigeria
Assistant Manager. Worked within a small sales team to build and maintain customer relationships.

Volunteering

9/16 - now Goldsmiths Student Union London, United Kingdom
Societies Officer. Acting as a point of contact for societies, helping societies arrange themselves, and facilitating collaborative events.

9/15 - 6/16 Goldsmiths Student Union London, United Kingdom
Societies Leader. Helped run several student led societies and acted as a student representative of our course.

- Ran events for the tech society Hacksmiths.
- President of the Chocolate Society.
- Treasurer of the LGBTQ+ Society
- Secretary of Gaming Society
- Vice president of Anime society
- Co-organiser of International Society

9/16 - now Department of Computing, Goldsmiths London, United Kingdom
Peer Assisted Learning Representative. Spent 1 hour a week creating a space for students to talk about issues and providing workshops to help students who are struggling with their work.

awards

10/16 *Hackference 2016 - Best Pebble App.* Built a smartwatch app that shows you where your friends are by categorizing locations and displaying them as a watchface, similar to the clock Mrs Weasley has in Harry Potter.

4/16 *HackAttack - Most Huff and Puff.* Took part in a hackathon to help children with cystic fibrosis, hosted by Studio Lambert and the BBC. Our team created a game that launches fireworks when physio is performed correctly.

2/16 *HackLondon - J.P. Morgan's Choice.* Developed a game in C++ where one collects fruit. The game is controlled by holding up objects to a webcam. For the demo a can was used to go up and a rubber duck to go down. Machine learning was used to recognize the objects.