

Sanchay Joshi

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Socials

[LinkedIn](#) | [Github](#) | [ArtStation](#)

Education

Thapar Institute of Engineering and Technology | Patiala, Punjab
BE Computer Science and Engineering | 08/2023
8.91 CGPA

Hansraj Model School | New Delhi, Delhi
High School | 03/2019
Science (Non Medical) : 91%

Hansraj Model School | New Delhi, Delhi
Secondary School | 08/2017
10 CGPA

Skills

Java, SQL, Docker, Kubernetes, Linux, Python, Git, Microsoft Office

Experience

Oracle India Pt. Ltd
Project Intern | 01/2023 - 07/2023

- Project Intern at Enterprise Communication Platform (ECP) project, utilizing Java, Git, Docker, Kubernetes, Atlassian Jira, Atlassian Confluence, and OpenAPI.
- Validated Readiness and Liveness Probes for 3 Microservices in ECP on Kubernetes to proactively prevent service downtime.
- Researched and documented REST API generation procedure for ECP microservices, creating API guides for 2 services. Presented procedure to ECP team in sprint review meetings, receiving positive feedback from customers and stakeholders.
- Assisted in writing internal documentation for new ECP hires, validating and documenting development environment setup steps provided by senior developer. Documentation facilitated quick setup for 5 new ECP hires.

VirtualPixel (ForeExcel)
Gameplay Developer | 04/2020 - 10/2020

- Interned as a Gameplay Developer at a budding startup specializing in Architectural Visualization and Game Development, focusing on personalized architectural visualizations and educational video games.
- Utilized Unreal Engine 4 for design and development, creating and implementing gameplay mechanics. Assessed their feasibility through prototype creation.

Projects

Endless Runner on Steroids (EroSte) - Game

- Created an Unreal Engine endless runner game set in a thrilling horror environment, drawing inspiration from Subway Surfers.
- Players must collect illuminating items to maintain visibility while continuously running, facing progressively increasing speed challenges in a deliberately designed and challenging gaming environment. [Exclusive access to the game](#)

Productive GAMer's Blessing, Else Nightmare (PGABEN)

- A Python script for PC gaming enthusiasts to regulate their gaming activities by automatically closing the game after a customizable time frame.
- Includes a 3-warning system to provide users with ample time to save their progress before the game shuts down.