### **RESUME**

# **CHARLIE JOSHI**

Aspiring Technical UI /UX Programmer & Designer



### **INFORMATION**

#### Name

Anuya Joshi Preferred: Charlie (He/Him)



### 👺 Location

Scotland, UK



charlietheindiedev@gmail.com



#### **GitHub**

https://github.com/CharlieThel ndieDev



#### in LinkedIn

https://www.linkedin.com/in/an uya-joshi/

### SOCIAL MEDIA

#### **Twitter**

@DoesDevStuff

## **VOLUNTEERING**



#### **Trans Game Dev**

Community Moderator



#### WIDS Pune

Core Comittee Organiser

### JOB EXPERIENCES

2022 (April) - Present **Limit Break Mentorship** 

Mentee | Ui / UX | Mentored by Marcus Skov

2020 (Nov) - 2021 (Jan) PAPER CUTTER GAMES, (REMOTE)

Contracted Programmer | Lead Programmer | Responsible for setting up AI, mechanics, and gameplay programming for their game Project Filter

#### 2019 (May) - 2019 (July) Meraklis (Now Metta Social)

Internship | Junior Java Developer | Worked on building a proof of concept application using Webrtc, ReactJs, node, Amazon aws, ant media server for allowing ulta low latency web based video interaction

### **EDUCATION**

2021 - Present **Abertay University** 

> MSc Computer Games Technology Expected Graduation September 2022

2017 - 2021 **Cummins College of Engineering, Pune** 

> Bachelor of Technology (B. Tech) Information Technology Engineering | Achieved First Class with Distinction (8.07 CGPA)

### **SKILLS**

- HTML, CSS, JavaScript
- C#
- Java
- SQL
- Unity

- Python
- DirectX11
- (++
- Blender
- HLSL

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