

Charlie Joshi

Gameplay & UI programmer

Profile

I am an enthusiastic postgraduate from **Abertay University**, with a **Master’s degree in Computer Games Technology**. In addition, I have a **Bachelor’s degree in Information Technology Engineering**.

I've worked as a generalist programmer, with a focus on **gameplay** and **AI** programming for various game genres. Recently, I've concentrated on **designing and programming UI** for games.

I'm also passionate about game inclusion and accessibility. I enjoy bringing designs to life with code.

Education

2021 - 2022	2017 - 2021
<div>Abertay University, Dundee</div> <div>MSc Computer Games Technology</div> <div>Achieved Merit (3.71 GPA)</div>	<div>Cummins College of Engineering, Pune</div> <div>Bachelor of Technology (B. Tech) IT Engineering</div> <div>Achieved First Class with Distinction (8.07 CGPA)</div>

Main Skills

- Gameplay Scripting / Prototyping
- Front-End Development
- Wireframing / Prototyping
- User Interface / Design (UI)
- AI programming
- User Experience (UX)

Tools & Languages

- HTML5, CSS 3, JavaScript
- C#
- Java
- C++
- Python
- MySQL
- HLSL
- Figma
- Unity Engine
- DirectX11
- Git
- VS Code
- Blender
- Unreal Engine

Experience

Apr. 2022 - Nov. 2022

Limit Break Mentorship

Mentee

Under the mentorship of Marcus Skov I worked to design two projects focused on UI design and programming for games using industry best practices.

Tools : *Figma, Unity, Visual Studio (C#), GitHub, Balsamiq, Excel*

- Colour Blindness Accessibility
- Storyboarding & User Personas
- Ingame Inventory Design
- Procedural room generation
- UI / Design Ideation
- Prototyping
- Wireframing (high and low fidelity)
- Sprite Atlas
- MVC pattern
- Testing & Analysis (SUS, etc..)

Oct. 2020 - Jan. 2021
Paper Cutter Game
(Remote)

Lead Programmer

Contracted as the lead programmer to prototype the demo of their game “Project Filter”.

> Assigned multiple programming tasks, from setting up character movement to creating an AI patrolling enemy

> Set up the combat system, and laid the foundation for an ability system and charge meter.

> Used Git to commit code, created task-appropriate branches, and addressed code reviews. Helped flag bugs present in the earliest iterations of the prototype

- Patrolling enemies (FSM)
 - Stationary Enemy (shoots projectile)
 - Ability system (power ups)
 - Combat system
 - Unity Engine
- Character Movement
 - Health (UI + code)
 - Camera Setup
 - Moving platforms
 - Git

May 2019 - Oct. 2019
Meraklis [Now Metta Social]
(Pune)

Junior Java Developer


Hired as an junior developer, and trained to a full-stack developer capacity. My responsibility was to create a proof of concept application for the web-conferencing product being developed.


> Provided an end-to-end solution (from wireframes to implementation) while ensuring that we were providing a low latency application using WebRTC.

> Provided knowledgeable technical support and root cause analysis and collaborated with team members and clients as required to resolve requests/issues in a timely manner and ensure the proper documentation, notification, escalation, tracking, and follow-up of all incidents.

- Javascript
 - HTML, CSS
 - Wireframe
 - ReactJs
 - GitHub
- NodeJs
 - AWS services
 - Ant Media server
 - WebRTC
 - SQL

Publications

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"A Pedagogical Adoption of Game Theory to Finance Technology in Big Data Analytics" published in the **5th International Conference on Trends in Electronics and Informatics (ICOEI)** · Jun 18, 2021
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"Emergence and Convergence of AI, Blockchain and IoT" published in the **International Journal of Future Generation Communication and Networking Vol. 13 No. 4 (2020)** · Feb 11, 2021



Conferences attended

- WASD Games Conference 2022
- CWIT - Cummins Women in Tech 2019



Languages & Extras

- English: Native, Bilingual proficiency
- Marathi: Native
- Hindi: Native, Bilingual proficiency
- Moderator at Trans Game Dev