



Charlie Joshi

Gameplay & UI programmer



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| @DoesDevStuff



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| Charlie Joshi



[Portfolio Website](#)



| DoesDevStuff



Profile

I am an enthusiastic postgraduate from Abertay University, with a Master's degree in Computer Games Technology. I also hold a Bachelor's degree in Information Technology Engineering.

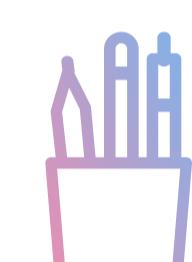
I have experience working as a generalist programmer leaning more towards **Gameplay & AI programming** for different game styles (2D, 3D). More recently however I have focused on **programming and designing UI elements** within games.

I have experience working in a leadership role for teams of all sizes and age groups. I am also passionate about inclusion and accessibility within games. I enjoy bringing designs to life through code.



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**



Experiences

Apr. 2022 - Nov. 2022



Mentee

Limit Break Mentorship

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

• In depth details on the GitHub repositories linked below :

• **Project Links :**

- [\[Accessibility Project\]](#)
- [\[Inventory Design\]](#)

Oct. 2020 - Jan. 2021

Paper Cutter Game
(Remote)

Lead Programmer

I was contracted as the lead programmer to prototype the demo of their game “Project Filter”. AI, mechanics, and Gameplay programming.

- > I had 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
- > Was also part of the group decision making for the choices of logo and character design, colour palettes etc.

- **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 - Jul. 2019

Meraklis [Now Metta Social]
(Pune)

Junior Java Developer

I was hired as an intern, 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.

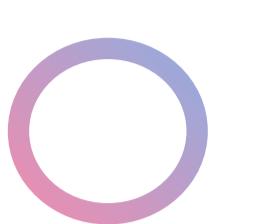
- > I had to design + program the wire frames, code the front-end, back-end server while ensuring that we were providing a low latency application using WebRTC.
- > Provided knowledgeable technical support and root cause analysis and collaborated with team members and clients as required to resolve requests/issues 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



Education

2021 - 2022

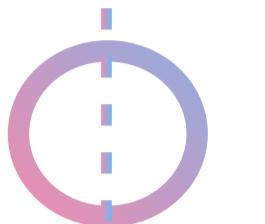


Abertay University, Dundee

MSc Computer Games Technology

Achieved **Merit (3.71 GPA)**

2017 - 2021



Cummins College of Engineering, Pune

Bachelor of Technology (B. Tech) Information Technology Engineering

Achieved **First Class with Distinction (8.07 CGPA)**



Conferences attended

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



Languages & Extras

- ▶ English: Native, Bilingual proficiency
- ▶ Marathi: Native
- ▶ Hindi: Native, Bilingual proficiency

Publications

🕒 "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

🕒 "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

- ▶ Moderator at Trans Game Dev
- ▶ IT Branch Representative for SWE
- ▶ Core Organiser for WiDS (Women in Data Science, a Stanford University Initiative. 2019
 - > Helped organise the 13 pre-conference events held before the main conference.
 - > Contributed to building the main Website and facial recognition system for participant sign-ins
 - > Responsible for coding the Twitter and email automation.