

Charlie Joshi

Gameplay & UI programmer

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Portfolio Website

@DoesDevStuff

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DoesDevStuff

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

Abertay University, Dundee

MSc Computer Games Technology

Achieved **Merit (3.71 GPA)**

2017 - 2021

Cummins College of Engineering, Pune

Bachelor of Technology (B. Tech) IT Engineering

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

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..)

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

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

- ⚙ "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**



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