

# CHRISTIN JOSEPH

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## PROFILE

Computer Science graduate specializing in real-time graphics, 3D web experiences, and systems-level development. Strong foundation in C++, OpenGL, and Three.js, with hands-on experience optimizing GPU pipelines, building interactive games, and engineering Linux-based development environments.

## EXPERIENCE

### 3D Web Developer — EBR Agency (2024)

Developed high-performance WebGL scenes using Three.js with post-processing and camera systems. Optimized GPU-bound bottlenecks through geometry instancing, texture atlases, and draw-call reduction. Translated Figma concepts into responsive, production-ready 3D web experiences.

### Game Developer — Personal & Campus Projects

Designed AI behavior systems, physics-based combat, and player controllers for 2D and 3D games. Implemented Unity C# gameplay scripts and produced custom Blender assets and animations.

### RPA Developer — FeatSystems (2024)

Automated enterprise workflows using UiPath Studio and Orchestrator. Built production-grade bots with logging, retries, and environment-based configuration.

## PROJECTS

Sinister Passage — 3D horror survival game (Unity, C#)

2D Pixel Fighting Game — Python, Pygame, AI-driven combat systems

CyberEtro — Cyber-retro themed 3D website (Blender, Spline, Framer)

Marine Wildlife Education Platform — Interactive 3D learning website

## SKILLS

Languages: C/C++, Rust, Python, Java, JavaScript | Graphics: OpenGL, Vulkan, WebGL, Three.js  
Game Dev: Unity, Unreal Engine, Godot | Web: HTML, CSS, Node.js, AngularJS  
Databases: Oracle SQL, MongoDB, SQLite | Automation: UiPath Studio, Orchestrator  
Systems: Arch Linux, Ubuntu, Pop!\_OS, Bash, CLI Tooling

## EDUCATION

### Bachelor's in Computer Science — Mumbai University (2025)

Focus: Computer Graphics, Systems, DBMS, Algorithms

## CERTIFICATIONS

Oracle Vector Search Professional (2025) | C++20 Masterclass (2024) | Computer Graphics with Modern OpenGL (2024) | UiPath RPA Certification (2024) | NPTEL Big Data (2023) | NPTEL DBMS (2023)