Edvin Joseph

Bengaluru, Karnataka 560102

+91 9746664173

e-mail: theedvinjoseph@gmail.com
LinkedIn: https://linkedin.com/in/edvin-joseph
GitHub: https://github.com/niap3
Bento: https://bento.me/edvinjoseph

Objective

Driven, **resourceful**, and **extremely ambitious** B.Tech CSE Student in the final year of his course. Looking for **interesting**, **challenging**, and **novel problems** to solve as a **software developer**.

Work History

Game Developer Intern

Brightpoint Studios Pvt Ltd - Bengaluru, Karnataka
June 2024 - Current

- Interned as a **Unity C# developer** to work on their initial mobile game Solitaire Castle Royal.
- Major contributions in **feature development: leaderboard, monthly pass, internal tooling: level builder, asset bundler, general bug fixes, and aggregation of multiple ads platforms.**
- Involved heavily with **C#**, **Unity libraries**, **OOP development patterns**, **Git**, **GitHub**, **Postman**, etc.

Student Volunteer Group Lead

The Ashoka Tree - Kochi, Kerala
May 2022 - July 2022

- **Group lead** for the student team in Ernakulam.
- Volunteered in various Anganwadis within my locality.
- Helped **set up a new Anganwadi** in my area and organized the initiation fest of that year.

Projects

Augmented Reality Multiplayer Treasure Hunt

01/2024 - 04/2024

- **Led team** in developing AR multiplayer games for a treasure hunt
- Created various AR mini-games including **FPS shooters**, **puzzles**, and **sports games**
- Personally developed an **AR zombie shooter FPS game**
- Project selected as one of the **best for SOCS Expo 2024**

Global Game Jam 2024

- Made a **gyroscope-based Android mobile game** on Unity & C# for the 48-hour game jam held in UPES campus.
- 3D game under the theme '**Make me laugh**'.
- Developed a monster tickling game that received **acclaim from judges**.

Augmented Reality Lens Development (Breach)

05/2021 - 06/2022

- Led team in developing AR lenses for UPES using **LensStudio**
- Created a lens with **over 200,000 users**
- Developed an **AR map lens** that displays UPES map when scanning the student ID card

Educational Game Development (Mini Minds)

08/2023 - 12/2023

- Led team in creating **educational games** for elementary students on Unity
- Developed "**Bob the Blob**": A color theory based 2D platformer game inspired by Nietzsche
- Created a 2D cooking game to teach young children about **food nutrition**

Education

Degree/Level	Institution	Year	Details
B. Tech CSE - Spl in Graphics & Game Programming	**University of Petroleum And Energy Studies** - Dehradun, India	Expected in **2025**	• Subjects: Graphics & Game programming, Deep Learning, Augmented and Virtual Reality Development, Entrepreneurship Theory and Practice • CGPA: **8.38/10**
XI & XII Computer Science	**MTHSS Kaloor** - Kochi, Kerala	2020	• Percentage: **98.6%**
X	**MTHSS Kaloor (THSLC)**	2018	• Grade: **All A+**

Accomplishments

- My Team **won YIP** (Young Innovators Programme) at the Kerala state level. [2023]
- Won **3rd place** in an all-India UX design hackathon: "FrameX" conducted by IIT BHU. [2023]
- Became a **finalist** for Techstars Startup Event held by UPES [2022]
- Became a **finalist** for Manorama Mastermind, one of Kerala's largest events for promoting innovation. [2020]

Skills

- **C#**, **Python**
- **Unity**, **Game Development**, **Android Application Development**
- **UI/UX Design**, **Branding**

Certifications

- **Microsoft Azure AI-102**, Certified. *2024*