Yashas Joshi
Student

A motivated and highly skilled undergraduate student currently pursuing his bachelor's degree in Electronics and Communication at VIT University, who is knee on applying academic foundation and practical experience to get any task done.

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Education

Electronics and Communication
VIT University, Vellore

06/2014 – 05/2018   *8.52*

Courses

- Minor in Electronics
- Specialization in game development
- Specialization in web development (on the way)
- Minor in Communication
- Specialization in game designing

Personal Projects

A 3D game called "FORAY"
- A multi platform game suitable for PC, Mac as well as Android devices
- Game engine used is Unity 3D
- Shortly, the game will be available on google play store.

A game called "Tom and Jerry" Developed in core java

Several applications based on the Augmented Reality Technology are developed made using Unity3D and vuforia API
- Specifically developed for android platform but by tweaking some values and options, the application can be open to any platform you want.

Work Experience

Junior Designer
Atul Auto Pvt. Ltd.

06/2016 – 07/2016
An auto rickshaw manufacturing company located near the outskirts of Rajkot, Gujarat, India.

Tasks/Achievements

- Junior designer and group lead for a month

Event Organizer
Resonance

02/2017 – 02/2017   *Vellore, Tamil Nadu, India.*
An event held during Riviera'17, an international cultural carnival at VIT University

Event Coordinator
Resonance

02/2016 – 02/2016
An event held at Riviera'16

Skills & Competences

C   ● ● ● ● ○
C++   ● ● ● ● ○
C#   ● ● ● ○ ○
Java   ● ● ○ ○ ○
HTML, CSS and JavaScript   ● ● ○ ○ ○

Research

Implementing an enhanced design of Wilkinson's power divider without harmonics
Simulation based research using HFSS and Microwave OfficeAWR

Design of 80 Gbps Optical Submarine Network
Simulation based research using Optisim

Redistribution delay and access control between RIP-OSPF and EIGRP-OSPF
Using Cisco Packet tracer, predicted output was obtained

Interpolation of a real-time audio signal and adding sound effects to it
using Matlab

Acoustic detection of rear approaching Vehicle
Using Matlab

Certificates

Introduction To Game Development (01/2017 – 02/2017)
Offered by Michigan State University, USA.

Principles of Game Design (02/2017 – 02/2017)
Offered by Michigan State University, USA.

Business of Games and Entrepreneurship (03/2017 – 04/2017)
Offered by Michigan State University, USA.

Languages

English   ● ● ● ● ●
Hindi   ● ● ● ● ●
Gujarati   ● ● ● ● ●

Interests

Game Development | Game Designing | Graphics Designing | Audio Engineering | Music Production | Coding | Gaming