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Software Engineer

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PROFILE

As a lifelong creative and problem-solver, I've been drawn to building interactive experiences. With a background in game development, I developed skills in system design, and user-centered experiences. To apply these skills more broadly, I transitioned into full-stack development through the BrainStation bootcamp. I'm passionate about creating applications that combine logic and creativity. One example is a full-stack Kakuro puzzle platform I built, which lets users solve, create their own puzzles and interact with other users in real time. This is the kind of work that I enjoy - solving complex problems while building intuitive interfaces. Now, I'm looking to contribute as a full-stack developer on projects that prioritize thoughtful design, meaningful functionality, and great user experiences.

EDUCATION

BrainStation | Diploma, Software Engineering

JAN 2025 - APR 2025, TORONTO, ON

York University | Digital Media (Game Development)

SEPT 2016 - SEPT 2020, TORONTO

SKILLS

HTML, CSS, Sass, JavaScript, REST APIs, React, Node.js, MySQL, Python, Java, C#

Unity, Unreal Engine, Blender3D, Photoshop, Cinema4D, Maya, AutoCAD, After Effects

PROJECTS

Kakuro - Puzzle Game Web App

2025 BrainStation CAPSTONE

- Developed a website for a puzzle game that is similar to Sudoku, deployed via Cloudflare and used Supabase for backend.
- Implemented core game logic and built interactive UI using React, providing instant validation for user mistakes such as duplicate numbers in rows/columns and incorrect sums.
- Created real-time multiplayer functionality using Supabase and websockets, enabling two or more users to collaborate on the same puzzle grid at the same time over the internet.
- Implemented a puzzle builder that allows users to create and share their own Kakuro puzzles.

Video Streaming Platform Concept

2025 BrainStation 24-Hour Industry Project - Warner Bros.

- Collaborated with a team of UX designers and data scientists to develop a functional concept aimed at enhancing user engagement for a free-tier HBO Max service.
- Utilized React to design and build a dynamic website, based on Max video streaming platform
- Developed an interactive feature where users can select between an ad or game quiz before watching content.
- Worked within a 24 hour timeframe, showcasing strong collaboration and time management skills to deliver a prototype.

Battle Blobs - 2D Multiplayer Party Game

2020 York University CAPSTONE

- Implemented core gameplay mechanics such as running, jumping, and mini-game interactions using Unity's physics and input systems, ensuring smooth and inclusive play for a diverse range of users.
- Collaborated with a multidisciplinary team to fine-tune the experience across various mini-games, focusing on accessibility features like customizable controls and visual clarity.

Inlustris - 3D Single Player Video Game

2020 York University Project

- Built an experimental space exploration game where the player embodies a star traveling through the galaxy to revive dead stars.
- Programmed player movement, interactions, and obstacle systems using Unity, emphasizing fluid navigation and engaging celestial mechanics.
- Created all 3D assets in Blender, including stylized stars, cosmic environments, and interactive elements, contributing to the game's unique visual identity.

WORK EXPERIENCE

Vosyn — FullStack Developer

MAY 2025 - PRESENT

- Developing the front-end of Vosynverse, a web platform that enables real-time AI video translation with lip-sync and voice cloning features.
- Enhanced the site's navigation with smooth animations and usability improvements to boost user engagement.
- Built a fully responsive homepage compatible with various devices and browser zoom settings, improving accessibility.
- Collaborated with cross-functional teams to align visual design with backend functionality

Food Basics — Manager

SEPT 2018- DEC 2024

- Led and coordinated a team of 12+ staff to maintain efficient daily store operations, improving checkout speed and customer satisfaction.
- Streamlined task delegation and shift planning, reducing staff downtime by 20%.
- Handled customer escalations and complex issues, maintaining a 95%+ positive feedback rating.
- Trained 5+ new employees quarterly, focusing on POS systems, inventory tracking, and team communication.

Eyeshot Media — 3D Graphic Artist

SEPT 2015 - SEPT 2016

- Created motion graphics using Blender, contributing to promotional videos and visual campaigns seen by 10K+ viewers.
- Optimized workflows, cutting project turnaround time by 25% through asset reuse and scripting.
- Developed scripts and shaders within Blender to automate repetitive tasks — an early intro to creative coding and logic building.