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Joshua Walker

Computer Gaming Technology graduate and aspiring gameplay programmer. Enthusiastic and determined with a passion to see projects through. Having played video games from an early age with friends and family, I have a great passion for the industry and am eager to make my mark. I am currently developing games in my spare time, and am enthused at the prospect of working on something bigger and the challenges that it brings. It's a goal of mine to inspire others with this same passion, and to bring people together in the same way.

Skills

- **Programming**
  C#, C++
- **Design**
  Object oriented, UML, Game Design documents.
- **Game Engines**
  Unity, Unreal 4

- **Scripting**
  SQL, JavaScript
- **Source control**
  Git repositories, bitbucket
- **Mathematics**
  Vectors, 3D space, Statistics, Physics
- **Project Management**
  Trello, JIRA

Education

Anglia Ruskin University
Computer Gaming Technology BSc First Class Honours (2015 - 2018)
Dissertation **-** How Can Machine Learning Be Used To Increase Player Understanding
Budehaven Community School
3 A Levels ICT (Double award: Distinction Merit), Business and Economics (E) (2013 - 2015)
13 GCSEs (B-D) Including Maths (B), Computing (B), English (C), Physics (C), Chemistry (C), Biology (C) (2010 - 2013)

Work Experience

AR Zombies (Student Project, solo) - Designed and implemented as a part of a emergent technologies module, during this project I created a house of the dead style shooter using AR tags and a webcam. I was responsible for the entire project but focused mainly on the core gameplay loop and design. I enjoyed this project because it allowed me to modernise the feel of an old CRT shooter while maintaining the feel of the gameplay.
Hellrunner (Student Project, group) - Created as part of a university project designed to test how well we worked in a group and semi professional setting. I was responsible for most of the Gameplay programming, Audio Programming and Animations / Animation programming. This project was done in 3 initial prototype sprints and a seperate sprint for the final version.

Hobbies

Playing a wide range of video games, predominantly WoW and Overwatch at this time however I also have a deep appreciation for single player RPGs (e.g. The Elder Scrolls, Fallout, Star Wars Knights of the Old Republic).
Tabletop RPGs with friends once a week including D&D and Dark Heresy, both as a game / dungeon master and as a player.

Interacting with online communities (e.g. Twitch and Discord) and on a similar note attending conventions such as Insomnia.