Joe Godwin
Games Programmer

Contact
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- Bexhill based, happy to relocate
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Portfolio
- https://jgodwin96.netlify.app/

Core Skills
Technical

• C#	• Unity
• C++	• Unreal
• LUA	• GitHub
• PHP	• Jira
• Java	• Scrum
• JavaScript	• HTML
• Python	• 3d Maths
• React	• CSS

Soft

• Communication	• Teamwork
• Problem-solving	• Adaptability

Certifications
Technical Design –
Into Games – 05/2024
Completed the Technical Designer sprint with Yasmin Curren

Level Design –
Into Games – 10/2023
Completed the Level Designer sprint with Peter Field

Education
Goldsmiths, Uni of London
MSc in Computer Games Programming
09/2020 – 11/2021   **Merit**

Maths and Graphics:	**76%**
Game Design & Analytics:	**75%**
Programming for Games:	**70%**
AI for Games:	**68%**

University of Kent
BSc in Computer Science
09/2016 – 07/2020   **2:1**

Year in Industry:	**71%**
Databases and the Web:	**71%**
Further OOP:	**75%**
Computer Systems:	**79%**

Summary
I've been developing and building games from childhood; with college I finally had the option to study programming and instantly fell in love with the problem-solving nature of it all. Naturally this led me to pursuing a degree in computer science, followed by a master's in computer games programming. Since then, I've worked on various gaming personal projects, from UI overhauls of existing games to building out my own systems from scratch. I've also undertaken several training courses to truly help hone my game-making skills.

Personal Projects

Time Hopper   **Itch | GitHub**
A neat little isometric puzzle game created as part of the Game Dev Group's June Games Jam made within Unity. As the programmer for this project I developed all the gameplay, world-space menus, and interactions for the game.

Aura   **GitHub**
A refresh of my MSc project, this time built in Unreal Engine. The project leverages the UE5 Gameplay Ability System (GAS) to build out MOBA/ARPG style gameplay systems, taking advantage of a blend of C++ and Blueprint to programming.

LOTROClassAuras   **LOTROInterface | GitHub**
A LUA plugin for Lord of the Rings Online that allows users to overhaul how their skills/resource bars are displayed through deep customisation options to truly tailor the plugin to their individual needs.

Work Experience

Unity C# Developer
Skills City   *06/2024-09/2024*
An intensive 12-week training course covering:
- Unity fundamentals from animation, to lighting, and sound
- UI Toolkit and building out responsive UIs and applications
- Group project work with a real-world client (currently under NDA)
- Amazon Web Services (AWS) fundamentals for Game Backend
- Advanced C# for Game Development and Automation

Junior C# Developer
Sparta Global   *08/2022-05/2023*
Successfully undertook a paid 8-week training program with Sparta Global, followed by a 6-month placement with OPSS working on:
- Agile development best practices
- Understanding the .NET framework and server backends
- Working with Microsoft Dynamics and tailoring it to suit user needs
- Intermediate C# programming
- Full-stack development within a team environment

Junior PHP Developer
The Student Room Group   *09/2018-08/2019*
As part of my undergraduate course, I took a year-long internship with the Student Room as a junior PHP developer. During this year I worked on:
- Familiarising myself with Jira and Scrum
- Developing widgets for the homepage and showthread pages
- Configured the base set of automated tests for the Enlitened app
- Working in partnership with QA to identify bugs
- Reduced QA regression testing workload by 30% via automation
- Trained the QA team in building future automated tests