Joshua Joseph Pickering

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Technical Skills

Languages: Python, C++, C#, Unreal Engine Blueprints
Game Engines: Unreal Engine, Unity, Godot
Developer Tools: Git, Perforce, VS Code, Visual Studio, JetBrains Rider, Figma

About me

I'm a developer with a history in games and software spanning over multiple years.
I studied Art and Design at college focusing on Game Design and Development, since then heavily self taught gaining experience on personal and professional projects. During college I had work experience as a Game Tester at **Dumpling Design** aiding future updates to their mobile game '**Smash Tanks!**'.
My first ever big project was the freelance work I've done for **Moonmen Games** on '**Worlds Of The Future**' an epic open world sci game. I also had the privilege to write a blog post about that project on **GameDev.tv**. During that time I was also working my first software development job at **Dhp11 LTD** working on a 3D Telecommunication planning software to aid clients with an accurate 3D representation of their Telecommunication sites utilizing the power of Unreal Engine.

Education

The Sheffield College, Hillsborough Campus
(2016 – 2018)
Level 3 Extended Diploma In Art and Design – Merit

Experience

Co-founder & Lead Gameplay Programmer, WARBOUND, Remote

(April 2024 - Present) *Unreal Engine, Perforce, C++, Unreal Engine Blueprints, Blender, Figma*

- Co-founded a Game Development team of 7 working on **WARBOUND, a WW2 FPS/RTS Hybrid.**
- Designed and implemented **core gameplay systems**, including weapon mechanics and procedural systems.
- Utilized Unreal Engine 5's **Gameplay Ability System and Game Features** to create scalable mechanics.
- Architected a **multiplayer-ready codebase**, ensuring future expandability.
- Engaged with the community through open development—showcasing progress, discussing technical insights, and gathering feedback.

Freelance, Moonmen Games, Worlds Of The Future, Remote

(September 2018 - Present) *Unreal Engine, Unreal Engine Blueprints, Blender*

- Contributed to **Worlds of the Future**, transitioning from a fan to an integral team member.
- Developed **custom pathfinding solutions, procedural structure generation, and aim assist tools**.
- Provided **QA testing and workflow optimizations**, improving development efficiency.
- Created **3D assets and gameplay features**, supporting both design and programming needs.

Developer, Dhp11 ltd, Dronfield

(Full Time, November 2018 - October 2020)
Unreal Engine, Unreal Engine Blueprints, Git, C++, Blender, Python

- Led and aided development on **multiple Unreal Engine projects**, providing technical solutions and maintaining client NDAs.
- Developed **automation tools and editor scripts** in UE to improve team efficiency.
- Implemented **asset processing pipelines**, allowing seamless integration of new assets into the client's application.
- Acted as lead developer for key projects, coordinating with cross-functional teams.