Joshua Joseph Pickering

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Education

The Sheffield College, Hillsborough Campus

(2016 – 2018)

Level 3 Extended Diploma In Art and Design – Merit

Technical Skills

Languages: Python, C++, C#, Unreal Engine Blueprints

Developer Tools: Git, Perforce, VS Code, Visual Studio, JetBrains Rider, Figma

Game Engines: Unreal Engine, Unity, Godot

Experience

Co-founder & Lead Gameplay Programmer, WARBOUND, Remote

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

Achievements and responsibilities:

- Co-founded a Game Development team with 4 other developers working on WARBOUND, a WW2 FPS/RTS Hybrid.
- Utilizing new UE5 systems like: Gameplay Ability System, Game Features.
- Developed and planned out core Gameplay features and systems like the core Weapon systems.
- Aided with the technical architecture design, ensuring a scalable, multiplayer-ready codebase.
- Engaging with the community due to open development, showcasing development, discussing technical details and collecting feedback. All this ensures transparency and builds trust with fans.

Freelance, Moonmen Games, Worlds Of The Future, Remote

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

Achievements and responsibilities:

- Started as a fan of the project, offered my help and I am now part of the project.
- Have a polite manner and am a supportive member of the team.
- Do quality assurance on the current game project.
- 3D Artist and Programmer for varied tasks.
- Changed and helped improve the company's workflow.
- Gained more confidence and became more knowledgeable of my skills.
- Develop game design and programming tools
- Experimented with creating custom Pathfinding solutions, Procedural Structure Generator, Aim Assist, etc.

Developer, Dhp11 ltd, Dronfield

(Full Time, November 2018 - October 2020 (Redundant)) (Furloughed, November 2020 - September 2021)

Unreal Engine, Unreal Engine Blueprints, Git, C++, Blender, Python

Achievements and responsibilities:

- Being of a polite manner and being a supportive member of the team.
- Do quality assurance on the issued application.
- Be able to effectively use Unreal Engine and source control (Git) whilst providing useful documentation on internal wiki.
- Became lead developer on some projects.
- Respect strict NDAs of clients.
- Became the lead of a certain part of the client's application, which involved processing and creating of asset orders for those that currently do not exist, then processing the assets into the application for the clients use.
- Changed and helped improve the company's workflow.
- Created and designed developer tools in Unreal Engine like: Automation scripts via Editor Blueprints in UE.
- Gained more confidence and became more knowledgeable of my skills due to my adaptiveness.