JOSEPH MUMFORD
Graduate Software Developer

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github.com/Froenzi
bitbucket.org/MumfordJoe/workspace/projects

REFERENCES

Alan Cross
Consultant
Computacenter
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Alistair Sutherland
FQA Lead
Universally Speaking
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Ken Seymour
KTS Computers LTD Director
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——— ACADEMIC ———

Luke Melville
University Lecturer, Dept. of Computing
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Andrew Hamilton
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Michael Bass
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INTERESTS

• Reading world history books,
• Nature documentaries,
• Adaptive music systems,
• Gaming and games development,
• Digital and physical card games,

PERSONAL PROFILE

A motivated, cooperative individual with experience in games software testing and development. Through FQA testing and university, I have developed strong teamwork and communication skills, as well as a wider understanding of the relationship external testing firms have with software development firms.

I have a genuine passion for software development and programming, particularly in video games development, and seek to improve my skills both inside and outside the workplace each day. With a Masters Degree in Computer Science for Games, I am keen to start my career in the software development, engineering and wider programming industry, further honing my skills and expanding my skillset.

SKILLS

- Enthusiastic towards learning new skills, both technical and non-technical; adaptable to new challenges.
- Proficient in high-level languages such as C++, C# and Python, as well as shader languages such as HLSL.
- Committed teamworking abilities developed over the course of various roles and collaborative settings.
- Familiar with Visual Studio and rendering APIs, including DirectX11, DirectX12, OpenGL and Vulkan.
- Experience with game engines such as the Unity Engine, as well as both SDKs for Sony's PlayStation 4 and 5. Familiar with Xbox and PlayStation development tools.
- Familiar with software testing procedures and associated project management tools, such as Jira, Helix ALM, Microsoft Teams, Trello, GitHub, Bitbucket and SourceTree.

EMPLOYMENT HISTORY

FQA Software Tester

Universally Speaking ~ Wyboston, Bedfordshire

| June - August 2022 & June - August 2023

As a Functionality Quality Assurance Tester at Universally Speaking, I coordinated with other testers to discover, isolate and report issues within our clients' pre-release builds via Helix ALM, Jira and Microsoft Teams.
My role involved participating in mass-usability (stress) testing in online titles to allow clients to debug server-side issues, regression testing to determine whether prior bugs or crashes have been resolved, and both reporting and documenting any bugs when they are encountered. This experience not only both founded and reinforced my communication and teamwork skills, but acquainted me with professional software testing procedures.

My duties entailed:

- Perform end-to-end testing of developer builds of video game software across a variety of 8th and 9th generation platforms, including: *Xbox One X & S, Xbox Series X & S, PlayStation 4, PlayStation 4 Pro, PlayStation 5, Steam and Nintendo Switch.*
- Participate in mass-usability testing of applications developed by a variety of game studios.
- Record, report, and regress software bugs and crashes using industry-level software.
- Practice effective communication with other employees across multiple worksites to avoid duplicate reports; maintain clear formatting to deliver informative feedback data to clients.

Trainee IT Support Technician

KTS Computers LTD ~ St Ives, Cambridgeshire

| July 2019

During my time at KTS Computers I was walked through how to troubleshoot issues with the computers of KTS clients, as well as diagnosing and resolving these issues both in-office and remotely via a remote monitoring system.

My duties entailed:

- Assist with the repair of both personal and business computer hardware to solve software and hardware faults, ranging from basic to complex.
- Was given an overview of client ticketing and remote monitoring systems.
- Perform manual repairs of client systems, entailing the replacement and cleaning on hardware components.
- Diagnosing common system issues and how they relate to specific hardware components, as well as how client systems can be backed up and recovered.

EDUCATION

Master in Computing (MComp)
  Computer Science for Games, 1st Class (Hons)
Sheffield Hallam University ~ Sheffield, South Yorkshire
| September 2020 – May 2024

Relevant Modules:
- Fundamentals of Computer Architecture
- Mathematics for Graphics
- Mathematics for Modelling and Rendering
- Software-Hardware Optimisation Techniques
- Advanced Games Console Projects   (DirectX12, Sony PlayStation 4)
- Effective C++ Programming
- Parallel Programming for Games   (Vulkan)
- Graphics Programming Techniques   (Direct3D)
- Final Year Group Project   (Sony PlayStation 5)

A Levels (GCEs)
  Computer Science   Grade B
  History (Warfare)   Grade B
  Mathematics   Grade C
Hinchingbrooke School (Sixth Form) ~ Hinchingbrooke, Cambridgeshire
| September 2018 – 2020

OCR Cambridge National *https://ocr.org.uk/qualifications/cambridge-nationals/*
  Creative iMedia   Level 1 Merit
Hinchingbrooke School (Secondary Education) ~ Hinchingbrooke, Cambridgeshire
| September 2013 – 2018

BCS ECDL   *https://bcs.org/get-qualified/certifications-for-professionals/*
  I.T Application Skills, QCF   Level 2 Distinction
Hinchingbrooke School (Secondary Education) ~ Hinchingbrooke, Cambridgeshire
| September 2013 – 2018

GCSEs
  Combined Science   Grade A*
  Mathematics   Grade A
  History   Grade A
  English Language   Grade B
  English Literature Grade C
Hinchingbrooke School (Secondary Education) ~ Hinchingbrooke, Cambridgeshire
| September 2013 – 2018

ACHIEVEMENTS

GAME OVER 2024, "Best of Level 7 Group Projects" Winner
Sheffield Hallam University ~ Sheffield, South Yorkshire | 10th May 2024
As part of a 3-member-team, our PlayStation 5 game prototype "Refraction" won the Level-7 Masters Student category after being judged by industry developers during an end-of-year student project showcase.

Games Frenzy 2024 & Game Republic 2024, Student Exhibitor
Barclays HQ ~ Canary Wharf, London | 16th May 2024
Staffordshire University ~ Stoke-on-Trent, Staffordshire | 6th June 2024
https://games.creative.barclays/games-frenzy-24   *https://tinyurl.com/4mryhm4b*
After presenting footage of "Refraction" to Games Frenzy organisers, our team was invited and attended as exhibitors to two events; Games Frenzy 2024 in London and Game Republic 2024 in Staffordshire.