

# JOSEPH MUMFORD

Video Game Software Programmer

-  [joejam12.jm@gmail.com](mailto:joejam12.jm@gmail.com)
-  (+44) 07757 168003
-  Huntingdonshire, Cambridgeshire
-  [<online portfolio>](#)
-  [linkedin.com/in/joseph-mumford-437b41233](https://www.linkedin.com/in/joseph-mumford-437b41233)
-  [github.com/Troena](https://github.com/Troena)
-  [bitbucket.org/MumfordJoe/workspace/projects](https://bitbucket.org/MumfordJoe/workspace/projects)

## TECHNICAL SKILLS

- Languages: C++ (Primary), HLSL, C#.
- APIs: DirectX11, DirectX12, PlayStation 4 & PlayStation 5 SDK, Vulkan, SFML.
- Tools: Visual Studio, SourceTree, Jira, Trello, Unity.
- Source Control: GitHub, Bitbucket.

## NON-TECHNICAL SKILLS

- Enjoys learning new skills,
- Willingness to adapt to new software and challenges.

## INTERESTS

Adaptive Music in Video Games,  
Turn-based Combat in Video Games,  
Science Fiction Fantasy,  
Pixel Artistry,  
World History

## REFERENCES

- Martyn Prigmore**  
Sheffield Hallam University Lecturer  
Department of Computing  
[M.Prigmore@shu.ac.uk](mailto:M.Prigmore@shu.ac.uk)
- Michael Bass**  
Sheffield Hallam University Academic Adviser  
[m.bass@shu.ac.uk](mailto:m.bass@shu.ac.uk)
- Alistair Sutherland**  
Universally Speaking FQA Lead  
[asutherland@usspeaking.com](mailto:asutherland@usspeaking.com)
- Ken Seymour**  
KTS Computers LTD Director  
[sales@ktscomp.co.uk](mailto:sales@ktscomp.co.uk) / 01480469019

## SUMMARY

Computer science graduate with experience in video game software development.

I have previously worked with quality assurance teams and am familiar with the relationship these roles have with software development firms. In addition to testing PlayStation 5 software during this time, I have also programmed with the PS5 SDK to develop PlayStation 5 software as part of my degree at Sheffield Hallam University.

## EDUCATION

MComp Predicted Upper Second-Class Honours Degree  
| Master of Computing  
*Computer Science for Games*

**Sheffield Hallam University**  
 2020-2024  Sheffield, South Yorkshire

**Group Projects**

2021 - Micro Marina, 2D Shoot 'em up	(Unity)
2022 - Wild Trance, 2D Platformer	(Unity)
2023 - Flip 'n Flop, Perspective-based Platformer	(DirectX12)
2024 - Hovercraft, 3D Player vs. Player Arena Shooter	(PlayStation 5)

**Relevant Modules**



*Programming 2D Games*  
*Fundamentals of Computer Architecture*  
*Mathematics for Graphics*  
*3D Games Development*  
*Mathematics for Modelling and Rendering*  
*Software-Hardware Optimisation Techniques*  
*Research Based Console Projects*

- Advanced Games Console Projects (DirectX12 & PlayStation 4)
- Artificial Intelligence in Games

*Effective C++ Programming*  
*Parallel Programming for Games* (Vulkan)  
*Graphics Programming Techniques* (DirectX12)  
*Individual Project / Masters Thesis*  
*Final Year Group Project* (PlayStation 5)

**GCEs**

A Levels	
Computer Science	Grade B
History (Warfare)	Grade B
Mathematics	Grade C

**Hinchingbrooke School (Sixth Form)**  
 2018-2020  Hinchingbrooke, Cambridgeshire

**OCR Cambridge Nationals**

Creative iMedia	Level 1 Merit
- Pre-production Skills	Level 2 Merit
- Creating a multipage website	Level 1 Pass
- Creating digital graphics	Level 1 Pass

 [ocr.org.uk/qualifications/cambridge-nationals/](https://ocr.org.uk/qualifications/cambridge-nationals/)



**BCS ECDL**

IT Application Skills, QCF	Level 2 Distinction
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 [bcs.org/get-qualified/certifications-for-professionals/](https://bcs.org/get-qualified/certifications-for-professionals/)

**GCSEs**

Combined Science: Trilogy	Grade A*
Mathematics	Grade A
History	Grade A
English Language	Grade B
English Literature	Grade C



**Hinchingbrooke School (Secondary Education)**  
 2013-2018  Hinchingbrooke, Cambridgeshire

## WORK EXPERIENCE

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### FQA Software Tester (Functionality Quality Assurance)



Universally Speaking

 June - August 2022, June - August 2023  Wyboston, Bedford, Bedfordshire

- Performed end-to-end testing of developer builds of video game software across a variety of 8th and 9th generation platforms, including: *Windows (Steam), Xbox One X & S, Xbox Series X & S, PlayStation 4, PlayStation 4 Pro, PlayStation 5, and Nintendo Switch.*
- Participated in mass-usability (stress) testing of applications developed by industry professionals.
- Recorded, reported, and regressed software bugs and crashes using industry-level software.
- Practiced effective communication with other employees across multiple worksites to avoid duplicate reports; maintained clear formatting to deliver informative feedback data to clients.
- Employment is subject to a Confidentiality Agreement; no further details are available.

### Trainee IT Support Technician

KTS Computers LTD

 July 2019  Saint Ives, Cambridgeshire

- Assisted 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.
- Performed manual repairs of client systems, entailing the replacement and cleaning on hardware components.
- Gained an understanding of common system issues and how they relate to specific hardware components, as well as how client systems can be backed up and recovered.