JOSHUA POLLICK

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Statement

Graduate from University of Cambridge passionate about creating, modding and playing games. I also have experience with mentoring others, in both academic and practical situations, and I'm eager to put my skills to the test to help make a game I can be proud of.

Education

University of Cambridge 2019 - 2022
Computer Science (BA) - 2.1

Lancaster Royal Grammar School (A-Levels 2017 - 2019)
A*/A*/A*/A* - Computer Science / Maths / Further Maths / Physics

Work

Eggcup 2015 - 2021

Inventory Developer & Server Maintainer
Created a food inventory web app, working with management to tailor it to the unique requirements of a surplus food redistribution charity, and maintained the wordpress site.

University of Glasgow 2017

Multimodal Interaction Group intern
Developed an interactive VR car in Unity to assist the group's research into car sickness; and wrote summaries for research papers.

Other Experience and Achievements

- **Netcraft AQA A Level Computing Award:** Top 50 results in AQA Computer Science
- **Programming Society:** Co-founded, led and ran a school society dedicated to providing extra-curricular python teaching, as well as assisting student hobby projects
- **Mentoring**: Provided mentoring to a Year 8 student, overcoming their struggles in Computer Science & Physics at LRGS, volunteered in an online programming teaching community
- **Developments in VLSI Design Talk**: Researched, prepared & presented a 25 minute talk on very large scale integration in microprocessors for Churchill College, University of Cambridge. Received an award for "an outstanding talk"
- **Overwatch Commentator at Cambridge vs Oxford e-sports Varsity 2023-2024**: https://youtu.be/JvjkFmFBgZ4 and https://www.twitch.tv/videos/2127447965. Quickly summarized live information and provided analysis in-person and on-stream
- **Totally Normal High School:** I play-tested and balanced mechanics for CURTS' TTRPG
- **Vecter:** Worked with the developer providing bug reports, feedback which helped steer the direction of the game and moderated the community discord server. I was the first to break multiple milestones in the game, and currently hold the world record in "Speed Demon"
- **Triage App:** Developed a PWA for a research project on alleviating GP & ER waiting times
- **Property Development:** Renovation, maintenance and groundwork

Projects

- Arkshot Mods: Enables customisation of gameplay values for the Unity game Arkshot
- SpellCast: a 2D 3v3 proof of concept for an objective-based arena game, made in Unity. Entry for NSE Games Innovation Challenge 2021
- RogueFrame: WIP 3P shooter/roguelite in Unity, inspired by Risk of Rain 2 and Warframe
- IncrementalBackup: An incremental backup engine implemented in Java. Aimed at use with minecraft, allowing more frequent backups with smaller storage overhead
- 3D Noughts And Crosses: Implemented in pygame with a custom 3D renderer
- MEGANAUGHTSANDCROSSES: Implemented in pygame with LAN and partial server support
- Model Maker: A-Level Mechanics (physics) modelling tool, implemented with Qt in C++

Languages

- Python
- C++
- Javascript
- C#
- HTML
- SQL
- Java

Tools/Frameworks

- Unity
- Qt
- Flask
- Django
- Git
- pygame
- Mirror
- Netcode for Gameobjects