Joshua Walker

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Personal Description

- Aspiring game developer, currently a 3rd year on the Computer Gaming Technology course at Anglia Ruskin University.
- Enthusiastic and looking to make a start in the gaming industry.
- Comfortable and experienced in working alone or as part of a team.

Skills

C++
C#
Java Script
Object oriented design / programming
UML class diagrams
SQLite / Databases
Source control

Hobbies

Playing a wide range of video games
Tabletop RPGs with friends once a week
Interacting with online communities (e.g. Twitch and Discord)

Education

Computer Gaming Technology BSc - Anglia Ruskin University (2015 - 2018)
Course Averages: 2nd (75.4%), 3rd (64.5%)
Modules:

2nd Year	3rd year
Object Oriented C++ (73%)	Emergent Gaming technologies (79%)
3D Modelling and Animation (80%)	Artificial Intelligence (64%)
Software Design and Implementation (86%)	Professional Issues: Games and Society (60%)
Game Design and Development (68%)	Mobile Technology (62%)
Interaction and Usability (70%)	Professional and Entrepreneurial Portfolio (60%

Dissertation - How Can Machine Learning Be Used To Increase Player Understanding (62%)

A Levels - Budehaven Community School (2013 - 2015).
ICT (Distinction Merit), Business and Economics (E)
11 GCSEs (B - D) Including Maths (B), Computing (B), English (C)

Work Experience

AR Zombies (Student Project, solo) - Designed core loop, Implemented AR functionality
Hellrunner (Student Project, group) - Gameplay programmer, Audio programmer