

Joshua Walker

josh.walker@outlook.com | [jjrwalker.github.io](https://github.com/jjrwalker) | <https://www.linkedin.com/in/joshua-walker-86ba16127/> |
07447092789

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 (67.6% marks of 2nd semester not included)

Modules: Object Oriented C++ (73%), Software Design and Implementation (86%), Game Design and Development (68%), Artificial Intelligence (64%), Emergent Gaming technologies (79%), Interaction and Usability (70%), Professional Issues: Video Games and Society (60%).

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

Accolades

- Social responsibility award (Young enterprise scheme), IT manager in a Young Enterprise business.
- Delivered a presentation on my responsibilities in the company to 100+ other members of the scheme (Young enterprise scheme)