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## Joshua Walker

Computer Gaming Technology graduate and aspiring gameplay programmer. Looking to make a start in the industry. Having a passion for video games from an early age, and eager to make a contribution to the industry

### Skills

- C++
- C#
- Java Script
- Object oriented design / programming
- Unity3D
- Unreal Engine 4
- UML class diagrams
- SQLite / Databases
- Source control (GitHub / BitBucket)
- 3D Maths
- Object Oriented Design
- Project Management Software (e.g. Trello)

### Education

**Computer Gaming Technology BSc - Anglia Ruskin University (2015 - 2018)**

**Grade: First Class Honours**

**Modules:**

#### 2nd Year

Object Oriented C++ (73%)

3D Modelling and Animation (80%)

Software Design and Implementation (86%)

Game Design and Development (68%)

Interaction and Usability (70%)

#### 3rd year

Emergent Gaming technologies (79%)

Artificial Intelligence (64%)

Professional Issues: Games and Society (60%)

Mobile Technology (62%)

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

### Hobbies

Playing a wide range of video games, predominantly WoW and Overwatch at this time however I also have a deep appreciation for single player RPGs (e.g. The Elder Scrolls, Fallout, Star Wars Knights of the Old Republic).

Tabletop RPGs with friends once a week including D&D and Dark Heresy.

Interacting with online communities (e.g. Twitch and Discord) and on a similar note attending conventions such as Insomnia.