# Joshua Thompson

**Penryn (Term time)/Newquay (Home), Cornwall, United Kingdom**
*Mobile:* **07582 261326**
**Email: jthompso536@gmail.com**
**LinkedIn: https://linkedin.com/in/joshua-thompson-088a9b223**
**Website: https://joshgames.co.uk**

## Summary

I am a keen and hardworking individual who is highly passionate about programming. I have been programming since I was young and have shown interest in game development with it. This has led to me studying Game Development: Programming at Falmouth University. My strengths would be gameplay programming which also falls hand in hand with my curiosity in Artificial Intelligence.

## *Experience*

### Baytree Restaurant – Dish washing station
*2016 (summer)*

This was my first ever job I ever had; I did the dishes in the restaurant as they came in. It was an important job because dishes kept flying in and needed to be done fast. I had to fill up these trays with dishes and wash them manually with a hose if there were leftovers such as beans/cheese or anything which may stick to the dishes after being washed. Afterwards I would then push the tray into the industrial dish washer and after 30 seconds would pull the tray out and put dishes away in the kitchen. This was great foundation experience because it taught me what it took to be in a fast environment where it is important to be as efficient as possible and to show communication skills with other employees.

### Goonhaven Garden Centre – Floor assistant
*2017 – 2018*

This job required a few more responsibility than the last job. I was a floor assistant of the garden centre which involved me doing things varying from helping customers take items to their vehicle, watering the plants and general cleaning throughout the establishment. During winter, I also had to help customers by wrapping Christmas trees and helping them take the tree to their vehicle.

### Newquay Mcdonalds – Crew member (Kitchen Staff)
*2018 – 2021*

This job required a lot of communication and efficiency. Moving hot food around a tight kitchen with a team of employees around me. This job heavily taught me the importance of effective teamwork and communication skills because if one person were lacking in this, it could slow down the flow of majority of the kitchen since the workflow had dependencies such as the assembly line required burger meat to finish the burgers. If there was no meat... Then they would have to wait to finish that meal.

### Cowboys n' Stuff – (Game made by me)
*Sept 2019 - Sept 2020*

This project was a lot of fun to make, it was a project that was made solely by me and often worked on in my free time. However, performed work on it here and there in free times during college too. It was a way to improve upon my skills with C# and Unity. I believed near the end of production it was a game I could see published on steam... And so, I published it. Even to this day, I am proud to say I have managed to get a game I deem publishable, and I hope I will have this opportunity again in the future.

### Gameplay Programmer – Trojan Mouse Games (University Team)
*Sept 2021 – May 2022*

This project (Gruttel Game) was a fun project made in Unity and C# with a team of people of different disciplines. I programmed quite a lot of mechanics for this game. Such as the gameplay loop, making use of 'Behaviour Trees' also the throwing of litter into the scene mechanic which makes use of a 'Ballistic Trajectory' algorithm. In this project I also ensured I collaborated with the team by using agile practices and version control (git) to help make the production process smoother.

### AI Programmer – [Name_Here] games (University Team)
*Sept 2022 – Present*
This project is being made in Unreal and therefore languages C++ and Unreal's visual scripting language called 'Blueprint' is being used for this project.

# Education
### Falmouth University – BA(Hons) Game Development: Programming
*Sept 2020 – Present*
At Falmouth University, I have been able to work on a selection of projects; Team orientated and projects solely made by me. It has been a fantastic opportunity for me to refine my skills and get a greater understanding of what it takes to make a game. Especially when looking at the workflow other disciplines such as artists must take. My work as a programmer in this course is primarily made up of Unity and the C# language. However, C++/Blueprint and Unreal is also being learnt.

### Newquay Tretherras Sixth form – A Levels
*Sept 2018 - June 2020*
I completed a few A levels back in sixth form college (Computer Science, IT and Business Studies). However, in computer science I decided to take it on myself to learn and make a game for my coursework and therefore started learning Unity. Little did I know, I would also be using this engine soon into the future at university. So, this was a wonderful experience and helped prepare me for what is to come.

# Extra-Curricular
### Work Experience
*2017 (When I was in Year 10 in secondary school)*
During work experience in Year 10 of secondary school I decided to spend a week at Cornwall College in Camborne and learn a bit about game development. I was shown by a teacher there about some of the artistic workflows such as sculpting with Autodesk Mudbox and making maps in Unreal Engine.

### Personal Time
*2022 - Present*
As of right now in my free time, I am working with someone to create a 2$^{nd}$ instalment to my game 'Cowboys n' Stuff'. It is coming along very nicely and being developed in a more efficient way compared to the first game since I am more knowledgeable about the best practices of programming and overall knowledge of the C# language.

# Hobbies
My primary hobbies typically involve playing video games, programming In Unity and catching up on Marvel movies/shows.
I absolutely love playing games such as Ark: Survival Evolved, I have spent too many hours to count on that game and continuing. It is fun to play with friends and try grow the tribe against other players.
In terms of programming, I cannot help myself. I find so much fun in trying to find solutions to problems and creating prototypes and learning from them. One of these as of recently is learning a basic 'FABRIK' Inverse Kinematics algorithm.

For Marvel shows, I love keeping up with the timeline they are creating. I get quite excited when I find out another show/movie is soon released. My favourite movies from Marvel may have to be the new spidermen or the Iron man franchise.