

Joshua Wilson

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Personal Profile

I am a self-motivated and hardworking second-year Computer Science student at UEA with a strong interest in software development (specifically games development), problem-solving, and technology-driven innovation. Actively seeking a 12-month software placement starting September 2026, to apply academic knowledge in a practical setting, contribute to impactful projects, and develop industry-standard skills. Passionate about writing clean, efficient code and continuously improving as a developer.

Education

BSc (Hons) Computing Sciences With a Year In Industry

UEA · September 2024 - June 2028

- Relevant modules: Web Development, Databases, Software Engineering, Systems Development, Programming, Architectures and Operating Systems, Data Structures and Algorithms, Information Retrieval, Mathematics
- Achievements: First Class average in Year 1

A-Levels / Equivalent

Long Road Sixth Form College · September 2021 - June 2023

- Subjects: Computer Science (A), Mathematics (C), Applied Sciences (C)
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Technical Skills

- **Programming Languages:** Python, Java, JavaScript, SQL
 - **Frameworks & Tools:** Node.js, Git/GitHub, Unreal Engine, Blender
 - **Databases:** MySQL, pgAdmin
 - **Other Skills:** Agile/Scrum methodologies, Testing & Debugging, Problem-Solving, Version Control, Game Development, Marketing & Project Management
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Projects

Escape From Lesco (Video Game) – Unreal Engine

Aug 2023 – Aug 2024 · [Game Link](#)

- Developed and released a horror/puzzle adventure game on Steam during my gap year, independently managing the entire project lifecycle, from concept to launch.
- Designed, programmed, and optimized the game using Unreal Engine, integrating puzzles, AI systems, and interactive environments.
- Created 3D models in Blender, produced sound effects and music in Audacity and FL Studio, and edited promotional trailers using Filmora.
- Led the marketing and funding strategy, successfully raising £100+ via GoFundMe to cover publishing costs and achieving positive player reviews post-release. ([GoFundMe](#))
- Gained hands-on experience in game development, project management, and cross-disciplinary problem-solving while working independently under deadlines.

YouTube Channel – Filmora, Photoshop

Oct 2018 - Now

- Built and managed a successful YouTube channel focused on gaming/game development, achieving over 20,000 subscribers and over 5 million total views through consistent content creation and audience engagement.
- Produced and edited videos using Filmora and other creative tools, learning project planning, workflow optimization, and digital asset management.
- Applied data-driven decision-making by analysing audience insights, refining content strategies, and improving engagement and retention rates.
- Developed strong self-management and time management skills while maintaining a regular upload schedule alongside other commitments.

Experience

Retail Sales Associate – Menkind Cambridge

August 2023 - June 2024

- Delivered a high-quality customer experience by understanding customer needs, demonstrating products, and recommending solutions, developing strong communication and problem-solving skills.
- Worked collaboratively with the team to meet and exceed weekly sales targets, often during high-pressure periods with 200+ daily transactions, improving my ability to work effectively under deadlines.
- Regularly monitored stock levels, identified trends in fast-moving and slow-moving items, and assisted management in data-driven decisions about product placement and promotions.

- Supported marketing initiatives by promoting selected products each week, aligning with store goals and adapting to changing business priorities.

This role strengthened my analytical thinking, teamwork, and process optimization skills, which I now apply when approaching complex programming problems and software projects.

Achievements & Extracurriculars

- **Released a Video Game on Steam (2024)** – Designed, developed, and launched *Escape From Lesco*, a full-featured horror/puzzle game built in Unreal Engine, gaining positive player reviews.
 - **Successful YouTube Channel (Ongoing)** – Built and managed a channel with 20,000 subscribers and 5 million views, developing skills in content strategy, analytics, and audience engagement.
 - **Music Production (Ongoing)** – Produced and released several original tracks using FL Studio and Logic Pro X, with one song achieving 18,000+ streams across platforms.
 - **Self-Taught Development Skills** – Dedicated personal time to learning Python, Java, JavaScript, Unreal Engine, Blender, and FL Studio, expanding knowledge beyond university modules.
 - **Active Tech Enthusiast** – Keep up-to-date with software engineering trends, game development technologies, and AI advancements to improve coding practices and personal projects.
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Interests

- **Fitness & Consistency** – Passionate about strength training and have been going to the gym 2-3 times per week for over 2 years, building discipline, focus, and resilience.
 - **Gaming & Game Development** – Enjoy playing video games and designing them, constantly exploring new gameplay mechanics and storytelling techniques.
 - **Music Creation & Performance** – Produce original tracks and play multiple instruments (guitar, drums, piano), combining creativity and technical skills.
 - **Space & Astrophysics Enthusiast** – Spend around 4 hours per week researching black hole physics and staying updated on the latest discoveries in space science.
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References

Available upon request.