Joe Barlow
Gameplay Programmer

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Skills and Experience

VR Development at Draw and Code Internship

Designed and created a VR project called Crystal Casters
- Built a VR application for the Oculus Quest 2
- Implemented Gesture Recognition Spellcasting
- Regularly discussed development and challenges with producer

Game Engines and Programming

Comprehensive experience in Unity and Unreal
- Strong foundation in solving unique and abstract problems
- 6 years of object-oriented programming
- Specialised in algorithms and data-driven solutions

Dungeon Crawler University Project

Developed final year project in a team of 7
- Lead programmer - handled integration of core mechanics
- Implemented procedural generation system
- Designed and implemented weapon system

Agile Development and Project Tracking Software

Well-versed in Jira and Version Control
- Regular commits using Perforce and Github
- Used Jira for sprints, task delegation and planning
- Reported bugs and fixed those assigned to me

Game Jam Participation

Took part in Ludum Dare and Create Chester
- Met new and like-minded developers to create a small project
- Learned and shared knowledge during the creative process

Tools	Languages
Unity, Unreal, Perforce, Github, Jira	C#, C++, Java

Education

2020-2023   BSc (First-class Honours) Game Development, University of Chester

2018-2020   A Levels, Hanley Castle Sixth Form, Worcestershire

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Employment

2025-Present

Assembly Operative, Indra, Worcestershire
- Soldered and examined motherboards before moving to production
- Updated and fixed refurbished motherboards
- Built EV charging unit from beginning to end

2024-2024

Assembly Operative, Neoperl UK Ltd, Worcestershire
- Manufactured parts to specification and order
- Addressed challenges that required versatile problem solving

2023-2023

Order Processor, Epwin Group, Upton Upon Severn
- Processed orders and entered details into company database
- Queried orders that were inconsistent with company expectations

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References available on request