Joe Barlow Gameplay Programmer

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Skills and Experience

VR Development at Draw and Code Designed and created VR project called Crystal Casters Implemented Gesture Recognition Spellcasting Utilised MRTK for basic VR locomotion Built to the Oculus Quest 2 from Unity 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 Game Engines and Programming Comprehensive experience in Unity and Unreal Delivered completed projects in Unity and Unreal 6 years of object-oriented programming Agile Development and Project **Well-versed in Jira and Version Control** Tracking Software 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

Employment

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 from customers and entered details into company database Checked and queried orders that were inconsistent with company expectations
2019-2020	 Kitchen Staff, Anchor Inn, Upton Upon Severn Committed to work schedule and remained focused in a busy environment Increased adaptability and productivity in unfamiliar circumstances