Joe Subbiani

First Class BSc Computer Science Graduate - University of Glasgow

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Links

LinkedIn://joe-subbiani-1b326a198
Github://JoeSubbi
Blog://joesubbi.github.io
ArtStation://joesubbi

Skills

OS
Linux, Windows

LANGUAGES
C++, C#, C, HLSL, GLSL, Java,
Python, Rust

OTHERS
Unreal Engine, Unity, Git, Perforce,
Adobe Photoshop/Affinity Photo,
Adobe Illustrator/Affinity Designer,
Blender, Premiere Pro.

Education

2018-2022
First Class BSc
COMPUTER SCIENCE
University of Glasgow

Coursework

HCI and Interactive Systems,
Data Structures,
Algorithmics,
Network Systems,
Programming Languages,
Functional Programming,
Systems programming (C++, Rust),
Robotics,
Machine Learning,

Digital and Analogue Electronic
Engineering,
Statistics

Achievements

2018 **Volunteer Climbing**
Instructor for Young Children

2017 **Swansea University**
Academic Course

Hobbies

GAME DEVELOPMENT
48 Hour Game Jams and other hobby
projects including 4D Games.

FREELANCE ARTIST
Worked directly with clients,
negotiating ideas from a given
specification, for both 2D and 3D
artworks.

Experience

2022-Present **Climax Studios Game Programmer**

• Worked on multiple *Unreal Engine* projects as part of a large multidisciplinary teams for client studios and alongside other co-development studios.
• Strong communication and collaboration with client studios and the wider team to help bring their vision to life.
• Lead the development for a variety of features; working with all disciplines to bring these systems and features to a shippable quality.

2021 **ARM Software Engineer on Mbed TLS**   Arm Github://JoeSubbiani

• Made meaningful contributions to an open source library, working with *C, Bash* and *Python* to make tests, tools and improvements In correspondence to issues created by the team and the community.
• Worked as part of an agile/kanban team, engaged in discussing and planning a new release, and through technical work became more familiar with git, pull requests, and code reviews.
• Attended extra curricular meetings to widen my knowledge of the industry.

2015-2020 **Heatherton World of Activities Instructor**

• Worked closely and communicated with a team of instructors.
• Communicated clearly how to safely use equipment to customers.
• Was responsible for the safety of customers.
• Performed rescues on specific obstacles when necessary.

2020-2022 **University Lab Demonstrator**

• Assist first year university students in their computing laboratories.
• Explain the more complex concepts in a way that is easier to grasp.
• Taught and discussed coursework for Python Programming, Databases and HCI.

2016 **Acanthus Holden Architects**

• Worked on official plans for a boat house on Thorne Island, off the Welsh Coast.
• Worked on a floor plan for a new library in Carmarthen, Wales.

Projects

2022-2024 **4D Games**   *Unity, C#, HLSL*
A Video Game released on Steam where players can interact with several 4D shapes without gimbal lock; play a series of 4D mini-games; and build their own 4D creations using a realtime node-based shape editor.

2021-2022 **Investigation into representations of 4D**   *Unity, C#, HLSL, Python*
Final Year Individual Project, conducting an investigation into the most intuitive representation of 4D objects by creating a series of interactive real time extensions to the 3D cross section of 4D objects and investigate how effectively a user can interact with the 4D geometry.

2020 **Portfolio Website**   *Django, Python, Javascript, CSS/HTML, MySQL*
Developed a website using the django framework which allows users to build their own design portfolio; provide their contact information to registered users; and allow for users to browse popular posts.

2019 **Video Game Assistant App**   *Python*
A GUI application to assist in route-planning for a video game by Implementing algorithms to tackle the travelling salesman problem.

2020-2021 **Tower Building Revision App**   *Unity, C#, Java, SpringBoot*
Agile Scrum Team project; A mobile application that allows users to unlock university buildings and customisation options as they spend time revising. They can explore their own and other users worlds.