



# JOEL ROBINSON

GAME DEVELOPER

## OBJECTIVE

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My main goal is to work closely with a small team, playing a central role in both the technical and creative elements of game development.

## SKILLS

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I'm very comfortable coding in C++ and C#, as well as modelling assets in 3DS Max.

I also feel that I have a good sense of what makes a good gameplay experience.

## EXPERIENCE

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**CREATIVE INDUSTRY CHALLENGE • AARDMAN • FEB – MAY 2019**  
In this industry-based assessment, I worked as part of team to deliver a prototype mobile game to the games team at Aardman Animations. I was heavily involved with developing the early concept, as well as scripting the UI and hooking it into the game mechanics. This prototype was presented at a showcase at the Bristol VR Lab where it was well received by Aardman.

## EDUCATION

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**BSC CREATIVE COMPUTING • 2020 (ONGOING) • BATH SPA UNIVERSITY**

This degree course was designed to provide me with a versatile skillset that would bridge the gap between creative and technical elements of development. Over my time at Bath Spa I developed strong collaborative skills and experience in most aspects of the development pipeline.

## VOLUNTEER EXPERIENCE OR LEADERSHIP

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In a few the projects I undertook in university I acted as the scrum master for the development process. In these projects I made efforts to make sure that goals were completed on time and constantly communicated with my teams to ensure we were making something we all felt was of a high quality.

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