



Joel Robinson

Game Designer

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## Education

### Degree

*BSc Creative Computing (2020)*

*Bath Spa University*

This degree course was designed to provide me with a versatile skill set 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.

### A Level

C - Classical Civilisations

B - Sociology

D - English Language

### GCSEs

C - Maths

A - English Language

10 GCSEs total

## Skills

### Software

Unity

GitHub

3DS Max

Construct 3

### Languages

C#

C++

HTML5/CSS

Javascript

### Personal

Agile

Team Player

Lateral Thinking

Project Management

# Experience

## Student Class Assistant

*Oct 2018 - Jan 2020*

In my second and third years of university I worked as a classroom assistant for the core coding module of the course for the cohort below mine. This role gave me the experience of being able to describe coding syntax and concepts to others clearly, a skill that will be invaluable in projects with multiple programmers.

## Creative Industry Challenge

**Aardman** *Feb - May 2019*

In this industry-based assessment, I worked as part of a 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 BristolVR Lab where it was well received by Aardman.