



# 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.

## Personal Statement

I'm currently an undergraduate at Bath Spa University, building a diverse skill set in development not only in terms of games but also in broader design work. Over the last two years I have developed a small portfolio that you can look over here.

In my time at university I've become familiar with the workings of Unity and C# coding, and have a solid understanding of Object Oriented Programming in both C# and C++. I've also had experience using Autodesk 3DS Max, and Adobe's Substance Painter to create 3D assets.

My main ongoing project is the development of a 2D side scroller that I prototyped at the beginning of my second year. My goal is to have the game ready to release on Android after I graduate in 2020.

I want to be part of a small team where I'm able to pitch in across all aspects of development, working on projects that focus on creating smaller-scale products with a higher level of polish.