



# Joel Robinson

Game Developer

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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 creating assets in Adobe Photoshop and Autodesk 3DS Max. I'm always excited to learn new processes and work with new software.

## Skills

### Software

Unity  
GitHub  
3DS Max  
Construct 3

### Languages

C#  
C++  
HTML5/CSS  
Javascript

### Personal

Agile  
Team Player  
Lateral Thinking  
Project Management

## Education

### 2:1 BSc Creative Computing (Hons)

**Bath Spa University** Oct 2017 - July 2020

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

## 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.

## Hobbies and interests

When I'm not working on developing games I'm playing them, often with a critical eye. I'm always trying to think about how the developers designed them to be as enjoyable as possible and considering how I can apply similar methods to my own work.

I'm also a big fan of fantasy and science fiction, both as film and in books. I try to understand how I can bring something new to the genre, as a key goal of mine is to create a game with a compelling narrative.