



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

MSc Creative Computing (Ongoing)

Bath Spa University Oct 2020 - July 2021

Under the circumstances of the COVID-19 pandemic I took the opportunity to pursue my masters degree rather than go into a graduate position. In this course I have developed skills in team management, technology focused research practices.

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.