Joseph Z. Khan

Graduate from the University of the West of England with a First-Class BSc (Hons) in Games Technology.

Two years' full-time experience at BAFTA-nominated studio Ground Shatter as Technical Game Designer on a 3D Unity game published by Raw Fury. Also created and released several independent games. Combines strong technical skills with creative drive, aiming to contribute meaningfully to innovative, artistic game projects within the industry as a Gameplay Programmer.

SKILLS

- Unity: C# for both runtime code and editor scripting
- Unreal: Blueprint scripting
- Godot: GDScript
- C++, Python, HLSL
- Solid grasp on Object-Oriented Programming fundamentals, and how principles are applied to create robust and reuseable code
- Source Control software including Git and Plastic SCM
- Task management software including Clickup, Trello, Slack
- Passionate for level design, understanding fundamentals such as intuitive tutorialisation and environmental signposting
- Details-oriented, regularly test latest changes considering all possible use cases before pushing work remotely
- Understands use of profiling tools for performance testing
- Appreciates the value of thorough communication for problem-solving in the workplace
- Love of high-impact and expressive gameplay

EDUCATION

University of the West of England – BSc. Games Technology

September 2020 – July 2025

- Game development course acknowledged for excellence by The Independent Game Developers' Association (TIGA)
- Graduated with a First-Class Degree
- Nominated by university for Outstanding TIGA Graduate of the Year, in 2 categories: Programming and Games Technology
- Self-directed study, demanding independence in learning and management
- Took a 2-year break for Ground Shatter internship

Pate's Grammar School – Sixth Form

September 2018 – June 2020

- A-levels in Computer Science, Mathematics and Biology (ABA grades respectively)
- Extended Project Qualification (EPQ) in the history of the video game economy focusing on Nintendo hardware
- Member of Big Band playing Alto Saxophone

WORK EXPERIENCE

Ground Shatter – Placement Technical Game Designer

August 2022 – July 2024

- Worked on roguelike deck-builder Knights In Tight Spaces, sequel to BAFTA-nominated Fights In Tight Spaces
- Present from alpha stage to near-completion
- Overlap of design and programming duties
- Worked in Unity with 2 senior programmers to expand gameplay systems and fix bugs
- Worked independently on several core features, including procedurally generated world map and modular options UI
- Built custom editor displays for key data assets, e.g. ability data
- Worked with director to create new designs for abilities and equipment
- Worked alongside other departments (animation, VFX, audio) to solve problems in topics outside my typical knowledge base

Ndemic Creations – Workplace Shadowing

March 2019

- Worked with studio director on agile prototyping for Plague Inc. tabletop game
- Participated in daily team-wide scrums
- Observed all departments including Programming, Art, QA and Community Management

INDEPENDENTLY CREATED GAMES

Enfrosted - *October 2024 – May 2025*

- 3D collectathon platformer created in Unreal 5
- Project Lead and Design Lead for group of 9, with extra programming and writing duties
- Conceived the player's core set of mechanics and power-ups, and programmed for most of them
- Lead team's involvement in playtesting sessions and recording user feedback to iterate upon

The Bonehead Battle – *February 2025 – April 2025*

- Online multiplayer boss fight controlled via smartphone, using a custom webpage
- Solo project, created in Unity
- Used WebSocket libraries to implement low-latency online multiplayer
- Created a multi-phased boss battle
- Added quality-of-life features for a public setting, such as visible player names and QR code access

Enter Planet Bubbulon – *January 2025*

- 2D score-attack game created in Unity for the Global Game Jam
- Solo project – including self-drawn pixel art

Summoner's Torment XI: 2 – *August 2024*

- JRPG combat parody created in Godot for the Game Maker's Toolkit Game Jam
- One of 2 programmers in overall team of 3
- Contributed designs for the combat minigames

REFERENCES

James Parker

Ground Shatter – Director and Founder

james@groundshatter.com

Owen Davies

Ground Shatter – Lead Programmer

owen@groundshatter.com

James Vaughan

Ndemic Creations – CEO and Founder

james@ndemiccreations.com

Lloyd Savickas

Programme Leader for Games Technology at University of the West of England

lloyd.savickas@uwe.ac.uk