Joseph Z. Khan

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Portfolio: https://josephzkhan.github.io

I am in my second year of studying for a BSc(Hons.) in Games Technology, aiming to build a career in creating and programming video games, thus am seeking an industrial placement for my third year, to gain excellent experience to take me to my goal. I have created, designed, programmed and released games. As an Asian creative, I am ambitious to positively contribute to the games industry.

SKILLS

- A desire to learn and grow as a designer and programmer
- Experienced in Unity and Unreal Engine 4
- Capable of using C++ and Python
- · Basic understanding and experience of HLSL
- Experience using C# for Unity Scripting in particular
- Capable of modelling and keyframe animation in Blender and Maya
- Able to use git as project source control
- · Proficient in 2D asset creation using Aseprite
- Confident and able with Google Docs and Google Slides
- Basic experience with Google Sheets
- Strong foundation of mathematical knowledge studied maths to A Level
- Good communicator with strong people skills
- Very capable in giving presentations and enjoy partaking in discussions
- Able to create clear and concise spreadsheets
- Excellent documentation skills
- Strong work ethic, capable of self-motivation and taking initiative to solve a problem
- A passion for seeing the games industry continue to grow and improve
- Makes a serious effort to listen to other peoples' ideas

EXPERIENCE

Ndemic Creations

Independent Games Studio

March 2019 Work experience

- Programming, Coding
- Production
- Technology
- Games Design, Art
- Testing
- PR
- Working with team and CEO/Founder

Games Designer/Artist/Teaching from Programmers

Global Game Jam

January 2021

- Working as part of team of 5 to create finished game in 3 days - using Unity
- Designing and Programming skills used and extended
- Experience using Unity
- Networking with games professionals of all levels

Games Designer/Artist/Teaching from Programmers

Fuse Jam #3

October 2019

- Working as part of team of 5 to create finished game in 3 days Orbital Detachment made with Unreal
- Released on internet
- 2D Art, Foley Art & Design
- Experience using Unreal
- Networking with games professionals of all levels

Games Designer and Programmer

Starforge Interactive (previously Top Lads)

October 2020 - Present Day

- Designing and programming games
- Working as part of team of 5-6
- Released game on Itch.io Wardens Teddy made with Unity

Digital Pixel Artist

@8bitalbumcovers Instagram

June 2020 - Present day

- Using Aseprite to create demakes of album covers for Instagram as @8bitalbumcovers
- Merchandise/ T shirts of designs produced and sold

Screenwriter

Screenwriting Partnership with Emmy Khan

March 2020 - Present day

- Comedy Screenwriting TV series
- Placed in international Screenwriting Contests/ Finalists
- Final Draft and Google Docs.

Shakette

Shakeaway, Bristol

September 2020 - Present day part time

- Working with the public in hospitality
- Serving bespoke milkshakes and food
- Communication and Team work
- Time management & Reliability

EDUCATION

University of West of England *Games Technology BSc(Hons.)*

September 2020 - Present day

- · Games design
- Programming using C++, also some experience of HLSL and C#, Unreal, Unity and Python
- Proficient in Blender, Maya and animating 2D assets using Aseprite
- Wrote, programmed, created art for and released video games
- Participant in Game Jams
- Member of Big Band, Jazz Ensemble & Film Society

Pate's Grammar School - Sixth Form

A Levels, along with an EPQ Extended Project Qualification

September 2018 - May 2020

- 3 A Levels in the subjects of Computer Science, Biology and Maths, graded AAB 2020
- EPQ Extended Project Qualification in researching the history of Computer/Video Games, graded A 2020
- Studied Chemistry to AS Level 2019
- Learned how to programme using Python
- Member of Pate's Jazz Orchestra
- Elected member of the Year Book Committee producing the Sixth Form leavers book of memories
- Member of World Heritage Society and Film Society
- 12 GCSEs at very high grades Including top grade 9*Distinction for English Language and 5 GCSEs graded at 8 (A* equivalent) -2018

REFEREES

Lloyd Savickas

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

Lloyd.Savickas@uwe.ac.uk Senior Degree Tutor and Lecturer for my degree

Luke Lansdown

Shakeaway, Bristol Manager

phone - 01179 220446 Current employer for my part time job

ADDITIONAL ACCOMPLISHMENTS

- Quarter-Finalist in STAGE 32 TV Comedy Screenwriting Contest, with 'The Trueloves' - pilot for TV Series - August 2021
- Finalist, in Screenwriters Network, International Screenwriting Contest, TV Pilot category, with comedy series 'The Trueloves' - March 2021
- Collaborator working on The Voyage project by Gorillaz fans, featuring original animations and songs inspired by Gorillaz - 2022
- Alto Saxophone graded exams up to Grade 8
 Distinction June 2021
- Member of Jazz Ensemble and Big Band playing Alto Sax - due to perform at Ronnie Scott's in 2022
- Performed at Cheltenham Jazz Festival
- Employed as Scare Actor at Frightmare, Gloucester, August - October 2019
- NCS National Citizen Service 2018
- Assisted a team of surgeon's on 9 day trip to Lahore, Pakistan - 2018
- Won The top solo act prize at the annual Marling Grammar School, Whole School Music Competition with a singing act -July 2017
- · Bronze Duke of Edinburgh Award
- Volunteered and trained as a Young Leader with Cub Scout group/Minchinhampton; member of Scouting movement for the previous 10 years
- Acted in a lead role in Marling Grammar School Christmas Musical -2016
- Ecole Du Ski Francais (E.S.F.) All ski awards over a number of years, passed up to Gold Star level which was achieved in 2014
- Music Theory Grade 5
- Electric guitar graded exams up to grade 4
- Jazz Piano graded exam grade 1
- Black Belt in Tae-Kwon-Do
- Graduate of NASA Space Camp 2015

James Vaughan

Ndemic Creations CEO and Founder

email - james@ndemiccreations.com Mentor for work experience, 2019

Dr. Simon Scarle

Program Leader for MSc Commercial Games Development, University of the West of England

Simon.Scarle@uwe.ac.uk
Degree Tutor and Lecturer for my degree