

# Joseph Z. Khan

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I am due to graduate this May with predicted First Class BSc(Hons.) in Games Technology; I aim to build my career in game design and programming. I took 2 years out from my studies to gain superb industry experience, employed full-time for Bristol BAFTA nominated games studio Ground Shatter; I was Gameplay Programmer for their recently launched 3D Unity game, published by Raw Fury. I have created, designed, programmed and released other games. As a young creative excited by the artistic potential of games, I am ambitious to find my place in this industry and contribute positively to it.

## SKILLS

- A desire to learn and grow as a designer and programmer
- Substantial experience using Unity and C# to a professional standard
- Familiarity with custom editor scripting in Unity
- Narrative development for Unity using Inkle plugin
- Familiar with using Git and Plastic SCM as repository software for group projects
- Deep appreciation for sophisticated 2D and 3D level design, with experience developing design pillars
- Keen to strengthen capabilities in 3D development for Unity
- Experience with Unreal Engine 4 and 5 for Blueprint scripting and 3D level building
- Basic understanding of Godot and GDScript programming
- Capable of using C++ and Python
- Basic understanding and experience of HLSL
- Diligence with task management software such as Trello, Slack and Clickup
- Capable of modelling and keyframe animation in Blender and Maya
- Proficient in 2D art and asset creation using Aseprite
- Strong foundation of mathematical knowledge – studied Maths to A Level
- Appreciation for high quality writing and narratives in games
- Friendly, efficient communicator with strong people skills and capability for confident speaking. Very capable in giving presentations and enjoy partaking in discussions
- Able to create clear and concise spreadsheets
- Excellent documentation skills
- Strong work ethic, extremely self-motivated and take initiative to solve a problem
- A passion for seeing the future of the games industry

## EXPERIENCE

### Gameplay Programmer for Knights in Tight Spaces

Released on Steam 4th March 2025  
Built in Unity with studio totalling 15 people  
Published by Raw Fury

### Ground Shatter

August 2022 - July 2024 full-time

- Junior member of programming team of 3 on roguelike deck builder with turn-based combat and RPG story elements
- Created the procedurally generated world map + questing systems
- Large hand in changing/building upon gameplay systems to support new actions for the many in-game abilities and status effects
- Implemented several UI screens, including a modular options menu, and added gamepad support to other screens that I didn't build
- Used editor scripting to work on custom displays for key game asset definitions (e.g. abilities, levels, quests)
- Used Slack and Clickup as communication/task management software
- Attended Develop Conference, Brighton 2023 & 2024 as part of Ground Shatter team.

## INDEPENDENTLY CREATED GAMES

### Enfrosted (University Project 2024-2025 ongoing)

- Lead Design, Management, Programming, Writing
- Emulated professional dev environment with regular scrums, establishing design pillars, iterative design based on extensive user feedback
- 3D platformer built in Unreal 5 for final year of study in team of 9

### Enter Planet Bubbulon (Global Game Jam 2025)

- Solo project, Lead Art, Design, Programming, Writing for Unity game

### The King's Belly (Global Game Jam 2024)

- Lead Programming for narrative-based Unity game using Inkle

### Summoner's Torment XI: 2 (GMTK Jam 2024)

- Design, Programming, Writing for Godot game

### Warden's Teddy (Global Game Jam 2021)

- 2D Art and Design for Unity game

### Orbital Detachment (FuseJam 2019)

- 2D Art, Sound Design, Character Design for Unity game

## Work Experience

### Ndemic Creations

March 2019

- Worked with team and directly with CEO on rapid prototype developments using agile development workflow.
- Spent time shadowing departments for Programming, Art, QA and Community Management.

## EDUCATION

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

September 2020 - Present day

- Selected in top 3 students 2022 to attend Develop Conference Brighton
- Lead Designer & Programmer, Writer of final year group team of 9 project
- Programming using C#, C++, HLSL, Ink, Unreal, Blueprints, Unity and Python, Godot GDScript
- Proficient in Blender, Maya and animating 2D assets using Aseprite
- Worked on games both within course and externally
- 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

### James Parker

*Ground Shatter - Director and Founder*

james@groundshatter.com

Employer, Director & Mentor 2023-2025

### Owen Davies

*Ground Shatter - Lead Coder*

Phone - 07894089819

Work colleague, whom I worked under 2023-2025

### James Vaughan

*Ndemic Creations - CEO and Founder*

email - james@ndemiccreations.com

Mentor for work experience, 2019

### 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

## ADDITIONAL ACCOMPLISHMENTS

- Attended Develop Conference, Brighton 2023 & 2024 with Ground Shatter. And selected in top 3 course students to represent uni at Develop Conference 2022
- Digital Pixel Artist @8bitalbumcovers Instagram 2020 - present day. Using Aseprite to create demakes of album covers. T shirts of designs produced and sold
- Play saxophone with Bristol's Ambling Band performing regularly around Bristol. Performed at festival in Clonakilty, Ireland - July 2024
- Member of University Jazz Ensemble and Big Band playing Alto Sax - performed with Ronnie Scott's All Stars Band at Bristol Beacon in 2023. Attended National Concert Band Festival at Royal Northern College of Music - 2021 & 2022. Winners of Platinum award - 2021
- Employee at Shakeaway, Bristol. Part time Shakette 2020-2022
- 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
- Worked as part of game design/programming team Starforge Interactive (previously Top Lads) to release game on Itch.io - Wardens Teddy - using Unity - 2020
- 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