JOSHUA THOMPSON

GAMES PROGRAMMER

✉ JoshThompsonDev@outlook.com

📍 7 East Dale Cl, Hemsworth, Pontefract

🌐 JoshThompson.tech

in Joshua-Thompson-Dev

PROFILE

Third year BSc (Hons) Computer Games Design and Programming student from Staffordshire University. Have programming experience using C# and C++, also have visual scripting experience using Blueprint in Unreal Engine 4/5 also having knowledge of design.

SKILLS

- Programming with C#/C++
- Unity
- Unreal Engine 4/5
- Game Design
- Photoshop
- 3DStudio Max

EDUCATION

BSC (HONS) COMPUTER GAMES DESIGN AND PROGRAMMING

Staffordshire University

2020 - 2023

OUTWOOD ACADEMY HEMSWORTH

3 A Levels

2013 - 2020

References available on request.

GAME JAMS/EXPERIENCE

Staffordshire Collaborative Project, 2023

Worked on a Project in Unreal Engine 5.0 with 14 people from different disciplines making an On-Rail-Shooter game as the tech lead from the team. This project is made using Unreal Blueprint working alongside two other junior techs.

Rabbids Coding Challenge, Level Design Winner, 2021

Designed a level for Rabbids Coding as a part of a design competition with Ubisoft, which was picked as one of the winning levels which was made available in the game to play. Gained experience using and applying my skills learned in a game unique game environment for a published game. Created multiple level designs and refining for the best product using a unique editor.

Global Game Jam, 2023

Created and designed a Top Down game using Unity Engine in a two-day timeframe. This is a solo project and the goal was to push my C# programming knowledge.

Hack365

Working in a 2 person team using Unity Engine C to create a graphical simulation for horse racing desplaying data given by Bet365. Gained expericnace working with data and applying onto a project.