

JOSHUA THOMPSON

G A M E S P R O G R A M M E R

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PROFILE

Third year BSc (Hons) Computer Games Design and Programming student graduating 2023 from Staffordshire University. Have programming experience using both C# and C++. Experience with Blueprint visual scripting in Unreal Engine 4/5.

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.

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.

Final Year University Project, 2022-23

Made a first-person shooter game using Unreal Engine 5.0 with the main focus of the project to create believable AI using Behaviour Trees and the Environmental Query System. This project was built with the conventions of the genre as a base.

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 gain more C# programming knowledge.

Hack365

Working in a two person team using Unity Engine C# to create a graphical simulation for horse racing displaying data given by Bet365. Gained experience working with data and applying to a project. This project was awarded second place.