

Josh Thompson

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Profile

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

Technical Skills

Programming – Worked on C# projects using the Unity Engine, also using C++ with SDL2 to create a game and game engine.

Unity – Worked on multiple Game Jams and university work using C# and

Unreal Engine 4/5 – Worked in Unreal Engine to create game concepts using Blueprint.

Unreal Engine C++ – Made a project using C++ inside Unreal Engine 5.

Game Design – Experience in different part of game design, including level designs in multiple frameworks.

Photoshop – Made multiple different mechanic breakdowns and level concepts which were used in design documents.

3DStudio Max – Worked in 3DSMax to create high poly models and make them into models which can be used for baking.

Education

BSc (Hons) Computer Games Design and Programming, Staffordshire University, 3rd Year

- Worked in Unity to make AI steering behaviours to make AI enemies move around levels.
- Used Unreal Engine 5 to create an advanced first-person shooter AI using Behaviour Trees and Blueprint.
- Worked as a large project development team creating a demo game using Unreal Engine 4's blueprint system. In this I was delegated tasks from the senior tech creating systems which are easy for the designers to use.
- Applying design and advanced programming concepts in Unity using C# to make a single player game and Unreal Engine Blueprints to make a local multiplayer game prototype.
- Gained experience making level designs, balancing a level and how to apply these concepts with the player in mind.
- Experience creating 3d models and the pipelines using 3DStudio Max and Substance Painter to create, bake and texture models to be used in game.

Outwood Academy Hemsworth, 2013 – 2020

- A Levels - Computer Science, Media Studies, and Digital Media

Game Jams/Experience

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 end product using a unique editor.

Global Game Jam, 2021

Designed and created a game in 2 days using Unity for the game for the 2021 Game Jam, on a team with two other teammates.

- Working in a collaborative team environment with three other people.

Major Jam 4: Cosmic

Helped program and make all the art for the game using Unity's systems to animate elements in the game.

- Using different features in the engine to give the game a more polished feel.

Stoke-on-Trent Games Jam, 2022

Designed and created a 3d golf game in Unity using C# over 2 Days in a team environment.

- Working in a collaborative team environment with four other people.

Core Skills

Teamwork – Worked on multiple Game Jams also a university project where we collaborate to make a game working with different disciplines inside of games, as well as working in a team environment during my summer job working in a kitchen.

Communication – During game jams and team projects communication has been an essential skill to have. When coming up with designs it was essential to convey the relevant information in a detailed but concise manner when deadlines are coming up for features which need making.

Problem Solving – When working on a university project I sometimes come up with a problem that can be solved but the way would have been messy. so, I have learned that taking a step back and attacking the problem other directions also asking for other people to have a look to see if there is a way, I cannot see to fix the problem.

Project Management – Having planned out game jams and work It has been essential to plan what I and others are working on in a project. This is achieved by using Trello and Jira to create tasks and evenly allocating the workload between everyone to make the development sprints run smoothly.

References available on request.