Joshua Mootoo

Computer Games Programming Student @ Kingston University

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YouTube	https://www.youtube.com/PixelMake

About

A Recent Class of 2024 Graduate of a Batchelors of Science degree in Computer Games Programming at Kingston University. Currently looking for graduate work.

Whilst I love working on games projects, I also love playing them. I enjoy a wide variety of titles and genres, including the Halo series — especially its forge mode, Minecraft, the Final Fantasy series, the Legend of Zelda series, the Divinity Series and indie games like Hades and Dead Cells.

When not playing or making games I enjoy watching and reading anime and manga. And I also love playing Dungeons and Dragons

Skills

Unity Game Engine

2D/3D games	Audio mixer programming
UI creation and programming	Publishing to Google Play Store
Physics programming	Local Builds of PC and Mobile games
Animation programming	
Programming scriptable objects	Controller Support
Unity scripting API with C#	

Unreal

Blueprint Visual Scripting
UI Creation and Programming (via Blueprint VS)

GFC

https://gitlab.kingston.ac.uk/KU32139/GFC
Physics Programming
Using C++ to load 3D models and display Textures
Generating 3D terrain using a height map

Other

Version Control with Git
Kanban board with Trello
Microsoft Teams / Slack

Education

Kingston University London

September 2019 - July 2024
Computer Games programming BSc (Hons)
Computer Games Programming (Foundation)

St. Joseph's College

September 2013 - July 2015
A level - Engineering BTEC Level 3

September 2008 - July 2013
GCSE - Mathematics | English | Physics | Biology | Chemistry | Art
Resistant Materials | Business Studies | I.T BTEC Level 2 | R.S

Projects

Mantaway

Group Project / Published game
https://play.google.com/store/apps/details?id=com.Group1.MobileGame3rdYear

Mantaway introduces you to Ray the Manta ray, who you work with to rescue his fish friends and bring them home. Mantaway was a group project, where I was responsible for:
- UI Programming
- Level Design/Creation
- Progression Storing
- Publishing game to the Google Play Store
- Help plan and conduct qualitative and quantitative testing with users through face-to-face labs and surveys leading to UI optimisations, bug fixes and performance improvements.

Internal Game Jam at Kingston university

Game Jam Task: Create a game themed around "Back to the Future"

https://github.com/JoshuaMootoo/Kington-Uni-Game-Jam-May-21

Working with my team, we created a 2D top-down endless runner, where the player must reach 88 mph without running out of fuel to travel through time.

As the sole programmer on the project, I implemented:
- player movement
- infinite background scrolling
- fuel gauge to decrease over time and increase when picking up collectables
- obstacles to slow player down
- music and sound effects

Pixel Make YouTube Channel

https://www.youtube.com/PixelMake
Asset pack downloads
https://devassets.com/assets/fantasy-rune-weapons/
https://devassets.com/assets/fantasy-frost-environment/

I have a YouTube channel with over 5000 Subscribers where I created video tutorials for developing games using the Unity game engine with C#.

I also developed Unity game assets for DevAssets, an asset store created by the top Unity YouTuber called Brackeys (https://www.youtube.com/c/Brackeys)