Joshua Mootoo

Full-Stack Engineer | Unity Developer | Games Programming Graduate

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Website:	https://mootoo.uk/	GitHub:	https://github.com/JoshuaMootoo
Email:	joshuamoo2+work@gmail.com	YouTube:	https://www.youtube.com/PixelMake

Availability: https://calendly.com/joshuamoo2-work/book-a-meeting-with-joshua-mootoo

Games Programming graduate transitioning into .NET engineering. Currently developing a full-stack task manager app from scratch using ASP.NET Core, including testing, database integration, and cloud deployment. Seeking a junior software engineering role that combines back-end and UI work with strong opportunities for learning and growth.

Programming & Development

ASP .NET Core

Razor Pages	Routing & Middleware	HTML/CSS/Basic Web Layout
Model Binding & Validation	Accessibility	Visual Studio Code

Unity

2D/3D	C#	Controller Support
UI	Physics Programming	Animation
Audio Mixer	Visual Studio	Scriptable Objects
Touch Controls		

Version Control

Git / Git Bash *(basic understanding)*	GitHub	GitLab

Other Software / Tools

Photoshop	Illustrator	Premiere Pro
Trello	Slack	

Education

Kingston University, London	Sep 2019 – Jul 2024	St Joseph's College,	Sep 2013 – Jul 2015
Computer Games Programming BSs Hons – 2:1	Engineering BTEC Level 3

Project's

Trials of Chaos – Final Year Project

- Designed and implemented a **Grid Manager** that procedurally generates modular levels by snapping tiles to anchor points, validating placements to avoid overlaps and maintain playability
- Added a **Wave Manager** for spawning enemy waves, coded enemy controllers, archer logic, and boss AI to scale difficulty dynamically
- Implemented camera follow and main menu systems, published a playable demo for feedback

Project link: https://github.com/JoshuaMootoo/Trials-Of-Chaos
Demo Link: https://www.mootoo.uk/trials-of-chaos-v01-alpha

Mantaway – Group Project

- Published a mobile arcade puzzle game to Google Play
- Led UI programming and save-game persistence, coordinated user playtests, and iterated on feedback
- Managed Android build, store assets, and updates after release

Project Link: https://github.com/JoshuaMootoo/Mantaway
Google Play: https://play.google.com/store/apps/details?id=com.Group1.MobileGame3rdYear

Kingston University Game Jam – 'Back to the Future'

- Developed a 2D endless runner in Unity within 48 hours
- Implemented player movement, obstacle spawning, parallax background, and a collectible fuel mechanic

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

Pixel Make YouTube Channel – Unity Developer & Content Creator

- Produced Unity tutorials covering beginner to intermediate topics, growing the channel to 5,000+ subscribers
- Shared knowledge on C#, Unity UI, physics programming, animation, and controller support
- Contributed high-quality asset packs to DevAssets, supporting the game development community

YouTube: https://www.youtube.com/PixelMake
Dev Assets – Fantasy Frost Environment: https://devassets.com/assets/fantasy-frost-environment/
Dev Assets – Fantasy Rune Weapons: https://devassets.com/assets/fantasy-rune-weapons/

References available upon request.