

Joel Henry

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EDUCATION

University of Technology, Jamaica

Graduation Date: November 2027

Bachelor of Science in Gaming, Specialisation in Game Development

- **GPA:** 3.90 / 4.30 (Overall)
- **UTech, JA STEM Scholarship:** Honoured with a full tuition scholarship for excellent academic performance in high school.
- **Relevant Coursework:** Programming (Procedural & Object-Oriented), Mathematics (College Mathematics, Discrete Mathematics, Calculus, Introductory Statistics), Software Engineering, Data Structures, Information Technology, Virtualised Systems, Computer Networks, Shell Scripting and Command Line, Database Design, Computer Logics and Digital Design, Technology Startup, Technical Writing, Data Protection and Regulation.

PROFESSIONAL EXPERIENCE

Final Render Animation Studios, Jamaica

July 2021 – October 2021

Game Development Intern

- Collaborated with the lead game developer on a game idea brainstorming session, whereby I provided suggestions of mechanics and resources and assisted in the documentation.
- Designed the movement mechanics, animation and audio scripts for a 2D platformer game in the Unity Engine using C# and Visual Studio.
- Worked on the level design for a 2D platformer game using the Unity Engine Interface.

RELEVANT PROJECTS

GitHub

- **Dynamic Entertainment Works (DEW) Engine (May 2025 – Ongoing)**
 - Designing a video game engine by following The Cherno Game Engine YouTube Playlist, currently using C++, C, Lua, Glad, Premake and Microsoft Visual Studio.
 - Integrating public GitHub repositories: GLFW, GLM, ImGui and spdlog.
- **Ministry of Entertainment and Sports (MES) Sports Application (April 2024)**
 - Designed, quality assured and led the development of a GUI Sports Management Information System, serving as a database for athletes, coaches, associations and events, for an object-oriented programming final project using Java.
- **Course Registration System (November 2024)**
 - Designed, quality assured and led the development of a Command Line Interface University Course Registration System for a Data Structures final Project using C++.

Itch.io

- **Duppy Great House (November 2021 – April 2022)**
 - Designed, quality assured and led the development of a Caribbean-relevant 2.5D arcade-based platformer video game for CAPE Animation and Game Design Final Assessment using C# and the Unity Engine.
 - Conducted research and wrote a game design document detailing the development stages, mechanics and research analysis.
 - Presented and demonstrated video game to an audience of students and game developers.

LEADERSHIP AND EXTRACURRICULAR ACTIVITIES

Co-Founder, Jamaica College Griffin Gamers eSports Club (2020 - Present)

- Founded an eSports high school club, providing opportunities for students to join the Jamaica eSports Initiative, educating students on eSports management and growing eSports in Jamaica.

Volunteer, Jamaica eSports Initiative (2020 – Present)

- Managing technical equipment and refereeing matches at eSports events, assisting graphic designers with promotional posters.

Lead Computer-Aided Designer | Lead Technical Writer | Team Captain | President Jamaica College Robotics Club (2017 - 2023)

- Declared as the Lead Computer-Aided Designer at Grade 9 in 2017 and spearheaded the team's, 3981 The Griffins, historic performance as the first team to receive the Inspire Award, the highest award at the FIRST Tech Challenge Jamaica Championships in 2019.
- Managed two FIRST Tech Challenge teams and the Jamaica College Robotics Club as President in 2021, hosted and attended outreach events to expand STEM education and assisted FIRST Tech Challenge teams in Jamaica.
- Declared as the Lead Technical Writer and Team Captain for team 6899 the Blue Bots (2022/3), pioneered as the first Jamaican team to win two of the highest awards in a single robotics season, and the first team in the Caribbean to win the Motivate Award at the FIRST Tech Challenge World Championships.

Team Captain, FIRST Global Jamaica's National Robotics Team (2021 - 2022)

- Led the team for two consecutive FIRST Global Robotics seasons, amplified STEM education in Jamaica, and worked with international countries to develop new STEM solutions.

HONOURS & AWARDS

- 2023/4 University of Technology, Jamaica Dean's List Recipient
- 2022/3 Jamaica College Principal's Award
- Ranked 1st in the Caribbean for Unit 2 of CAPE Animation and Game Design and 2nd for Unit 1
- Ranked 9th in the Caribbean for CAPE Computer Science Unit 2
- Ranked 77th in Jamaica for CSEC Physics.

SKILLS

- **Programming Languages:** C++, C#, C, Java, Python, Lua, Bash, SQL
- **Technical Areas:** Software Development, Game Development, Robotics
- **Developer Tools:** Unity, GitHub, Microsoft Visual Studio, Microsoft Visual Studio Code