JOSHUA J DAVIES

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An aspiring video game developer, all-round technologist and (BSc) Interactive Media Graduate of the University of York. I am eager to take on new challenges, work with talented like-minded professionals and learn new skills. With my multi-disciplinary skill-set, I am confident in my ability to make significant contributions to your organisation.

WORK HISTORY

IMMERSIVE SOLUTIONS SPECIALIST, BRITISH STANDARDS INSTITUTION (BSI) (LONDON)
SEPTEMBER 1ST, 2021 – PRESENT

- Built upon BSI's immersive solutions portfolio, revolutionizing the fields of remote auditing, consultancy, and regulatory services with a talented and creative team.
- Led the adoption of cutting-edge technologies such as Virtual Reality (VR), Augmented Reality (AR), drones, and LiDAR to develop bespoke solutions for clients to address unique challenges.
- Led the development of VR training modules for a global client, resulting in a reduction in training time and cost.
- Spearheaded the adoption of AR smart glasses for 1st, 2nd, and 3rd party audits, enabling remote auditing without the need for physical presence and reducing audit time.

JR UNITY DEVELOPER, EYORA-VR (LONDON – REMOTE)
JULY 1ST, 2020 – AUGUST 17TH 2021

- Contributed to a small team of Unity developers in a dynamic startup environment, ensuring that tasks were completed within weeklong agile sprints.
- Used the SourceTree Git GUI to share, merge, and test feature implementations for various platforms such as Pico, Oculus, Android, IOS, and WebGL.
- Optimized C# code to fix bugs, improve code architecture, and enhance overall user experience, resulting in a reduction of crashes.
- Developed 3D models using Blender and Unity's Pro-Builder.
- Optimised Lighting, shaders for environments.
- Designed and implemented Player mouth animations and UI.
- Bridged the communication gap between QA and development teams, leading to an increase in feature implementation and reducing development time.

DIGITAL COFFEE SPECIALIST, NESPRESSO | NESTLÉ
JUNE 2019 - SEPTEMBER 2019

- Provided exceptional customer service to B2B and B2C consumers through E-mail, Live-chat, and telecoms channels, resulting in a 98% customer satisfaction rating.
- Successfully resolved conflicts and complaints while maintaining a high level of professionalism, contributing to a reduction in complaints.
- Demonstrated adaptability and flexibility in a fast-paced team-based office environment, leading to improved team morale and productivity.

INTERACTIVE MEDIA COURSE REPRESENTATIVE, UNIVERSITY OF YORK
SEPTEMBER 2017 – SEPTEMBER 2020

- Elected to represent the academic voices and diverse interests of Interactive Media students to university departments and faculties.
- Collected feedback and resolved module/course specific queries, successfully advocated for significant improvements in the academic experience of all Interactive Media students and staff members.
- Honed skills in communication, problem-solving, and relationship-building.

EDUCATION

(BSC) INTERACTIVE MEDIA, UNIVERSITY OF YORK (SECOND CLASS)
JUNE 2017 - SEPTEMBER 2020

- Achieved highest performance in Advanced Interaction Techniques & Technologies (1st Class), Interactive Media Group Project (Upper 2nd Class), and Media Production for Interactive Environments (Upper 2nd Class).
- Completed an Engineering dissertation project exploring the relationship between exposure to interactive design elements in video games and cognitive ability in divergent thinking (DT) with an Upper 2nd Class grade.
- Received a certificate of commendation from the University of York for academic excellence (2019).

(LEVEL 3) 3D ANIMATION & GAME DEVELOPMENT, COLEG MENAI
JUNE 2013 - SEPTEMBER 2015

- Double Distinction* (DD) Year 1 and Triple Distinction* (DDD*) Year 2.
- Gained experience in software such as Unity, GameMaker, Autodesk Maya, Adobe Photoshop, and Audacity.
- Developed skills in object-oriented programming with Java and C#, illustration, HTML, graphic design, and music sequencing.

(GCSE) SECONDARY EDUCATION, YSGOL GYFUN LLANGEFNI
JUNE 2013 - SEPTEMBER 2015

- Achieved nine A – C GCSE's including Mathematics, English, and Welsh.

SKILLS

- C# and Java Programming.
- Unity Games Engine and Unreal Games Engine.
- Application of Prince2 Methodologies
- Conflict management and leadership.
- Adobe Photoshop/ illustrator
- XR Plug-in Framework tech stack.

- MS Office suite.
- Vuforia SDK and ARCore.
- 3D modelling (Maya and Blender)
- Familiar with video editing software such as Adobe Premiere Pro.
- Problem-solving skills and creative thinking.
- Familiarity with the ChatGPT API.

INTERESTS

In addition to my academic and professional endeavours, I enjoy developing VR and non-VR games to enhance my skills and knowledge in the fundamentals of programming and design. You can find evidence of my work on my GitHub portfolio via the link above. I am thrilled at the prospect of meeting, talented, passionate and like-minded individuals who share similar interests to learn from and grow alongside.

REFERENCES

Mr. Johnathan Hook
Senior Lecturer in Interactive Media at University of York
University of York, Baird Ln, Heslington, YO10 5GB
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Mr. Mark Swanton
Senior Technical Team Lead - Eyeora-VR
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More references available upon request