

# Josh Moten

Passionate Gameplay Programmer, eager to work with other passionate people.

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<http://joshmoten.tech/>

## WORK EXPERIENCE

### Reading Cinemas, Waurin Ponds— *Cinema Worker*

NOV 2017 - PRESENT

My responsibilities at Reading includes; maintaining cinemas, operating a POS cash register, cooking/serving food and drink, coordinating with team members and communicating with customers.

### Tasty Biscuit, Melbourne— *Lead Programmer*

AUG 2020 - DEC 2020

I worked with a team of 9 other developers of various disciplines on a cross-platform VR title called 'Jumpstart Apocalypse VR'.

### Freelance Programmer

JULY 2020 - PRESENT

I have done freelance work on several PC titles and am currently in the process of porting an existing Steam title to the Nintendo Switch.

## CERTIFICATES

### Responsible Serving of Alcohol (2019)

### Advanced Diploma of Professional Game Development (2020)

## EDUCATION

### Academy of Interactive Entertainment, Melbourne— *Advanced Diploma of Professional Game Development*

JAN 2020 - DEC 2020

### Academy of Interactive Entertainment, Melbourne— *Diploma of Digital and Interactive Games*

JAN 2019 - DEC 2019

## SKILLS

3+ Years of experience with C#.

2+ Years of experience with C++.

3+ Years of experience with Unity

Confident Communicator

## VOLUNTEER

### AIE Student Representative (2019-2020)

Actively contribute to events such as; Open Days, VCE Careers Expo, Hosted Game Jams.

### Matthew Flinders Girls Secondary College (2019)

Spent the day fixing technical issues across two campuses. Issues included; outdated software, broken projectors, faulty telephones, improperly configured WAP's.

### National Tree Day (2019)

Spent the day planting trees along Princes Highway.

### Clean Up Australia Day (2019)

Collected rubbish around St Luke's Church with the Clean Up Australia group.