

Game Developer

Joe McDonnell

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An enthusiastic, diligent and creative individual with a strong passion for game development & design. As a student at the university of Portsmouth, have accrued core skills in programming & problem solving, resilience & commitment, and teamwork & communication. And are continually improving while eager to learn more. Through it all, the goal in life is simply to create; pouring creativity & passion into all work and help others achieve the same with theirs.

EDUCATION

BSc Computer Games Technology

University of Portsmouth

Sep 2023 - Present

Ongoing

A four-year course (including placement year) accredited by The Independent Game Developers Association (TIGA). This course teaches students the basic skills for all major roles in game development before honing skills in programming and specialist subjects.

Some modules within the course so far include:

- **Coding & Scripting for Games:** using Unreal Engine and the 'Blueprints' visual scripting language to design and program a game system. This teaches skills directly towards Unreal Engine and the proprietary language, but also modular & professional programming, perseverance and problem solving.
- **Games Design & Context:** Learning how gameplay mechanics, storytelling, and level design work together by studying successful games. By looking at important academic sources, the module improves academic writing skills alongside an understanding of design.
- **Art Skills for Games:** focuses on the development of traditional and digital art skills in the context of games to bridge the principles of visual communication with emerging tools for crafting emotive digital worlds.
- **Game Development:** Team-based module forcing students to unite and develop games within a limited timeframe, with students that have never worked together before. This module reinforces teamwork, communication and time management, alongside practical application of all relevant skills.

Other modules consist of: 3D modelling, Code Studio

AQA Extended project Qualification

Exmouth Community College

Sep 2022 – July 2023

Grade: A

Artifact – a proof of concept video documentary, alongside full research and script on the Evolution of Music in Videogames from both a chronological and thematic viewpoint. This qualification was optional at Exmouth Community College and willingly chosen to complete.

OCR A-level Computer Science

Exmouth Community College

Sep 2021 – July 2023

Grade: B

This course covered the fundamentals of Computer Science at pre-degree level. This included Programming paradigms, Pseudocode, Binary mathematics, Boolean Logic, SQL and Databases, networking protocols, web development with HTML & CSS and expansive skills in the Python programming language.

AQA A-level Physics

Exmouth Community College

Sep 2021 – July 2023

Grade: D

This course covered the basics of physics at pre-degree level.

OCR A-level History

Exmouth Community College

Sep 2021 – July 2023

Grade: C

This course taught historical knowledge on Russia, the cold war, and the Elizabethan era alongside developing analytical, research and academic writing skills.

GAMES

Potion Profiteer (2024)

- 3 month group project
- 1 of 2 programmers
- Co-developed in Unity, C#
- Took on additional technical art jobs

Stand-Up Simulator (2024)

- 1 week group game jam
- 1 of 2 programmers
- Co-developed in Unity, C#

Feathers & Shadows (2023)

- 1 month group project
- Sole programmer
- Created in Unreal Engine 5, Blueprints

Van Helsing (2023)

- 3 week group project
- 1 of 2 programmers
- Co-developed in Godot, GDScript

Untitled RPG (2021)

- 60 hours total
- Personal project
- Sole developer
- Created in RPGMaker MV
- Proprietary visual scripting language

SKILLS & INTERESTS

Additional Skills

- Inkscape | Graphic Design
- Visual studio | Beginner C++
- Davinci Resolve Studio | Video editing
- PyCharm | advanced Python
- Microsoft Office Suit (Word, Excel, PowerPoint, Publisher, Outlook)
- Problem Solving
- Teaching
- Teamwork & Communication
- Marketing
- Working under deadline
- Art & Design

Interests & Hobbies

- Game Design
- Up to grade 6 on Euphonium (brass instrument)
- Up to grade 3 on Piano
- Full-time member of local brass band for 8 years, part time member for 1 year
- Digital art & animation (including pixel art)
- Video editing
- D&D
- 3rd Exmouth Cubs & Scouts (2013 - 2019)
- Group participant in First Lego League 2017
- Play a large variety of game genres & styles

PREVIOUS WORKS

GITHUB: <https://github.com/UnknownGamer925>**YOUTUBE:** <https://www.youtube.com/@JDMdev925>**ITCH.IO:** <https://jdmdev.itch.io/>**DEV BLOG:** <https://jdmdev.blogspot.com/>