

# Joshua Pearson

## Junior Game Producer

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**Location:** Vantaa (Helsinki), Finland

## About Me

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A highly effective and organised leader with a passion for game production for all platforms, focusing on mobile games. Management and leadership background with a high competence in multi-departmental collaboration, Experienced in leading remote team game projects, including game jams and UE4/Unity prototypes.

## Skills and Tech

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- 2+ years of Unity and Unreal development with a design and production focus
- 4+ years working with GitHub/Plastic SCM in a software and game development environment
- Experience setting up and using CI/CD pipelines with Unity Cloud Build, through GH Actions and CircleCI
- Familiar with game and software dev tools and processes (Agile, Scrum, Jira, etc.) as well as delivering to strict deadlines, sprint evaluation and data analysis for effective future planning.

## Relevant Work Experience

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### Junior Game Developer

#### Rockodile Games | November 2021 - Current

- Production design for mobile and web based apps and games, including game and ad testing in Unity 2D/3D.
- Game design and project planning for small scale local projects, one with a networking/multiplayer focus.
- Worked on design optimisation, bug fixing and development for a large scale UE4 game.
- Supporting and onboarding interns during their study periods and guiding them through the game development lifecycle.
- Effective sprint maintenance for remote team with on prototyping projects.
- Experience in programming and design for larger outsourced projects.

## Additional Experience

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### Game Jam team leader for Ludum Dare and GGJ events

#### Programmer, Producer and Game Developer | April 2019 - Current

- Involved in weekend Game Jam competitions throughout the year
- Entered 6 code jams, taking a given theme to an idea and launched a completed game successfully in 72 hours.
- Particular focus on programming design, optimisation, bug fixing, and puzzle design.
- Code [here](#) and all recent game projects [here](#).
- All projects in C#/Unity and JavaScript

### Canterbury's Gamers Community/Oceanic Gaming

#### Head Event and Community Organiser | 2013 - 2017

- Running social media profiles, analytics, and events for a community of 2000+ people.
- Primary coordinator of official League of Legends events for Riot Games Sydney and other partners in NZ.

## Qualifications and Education

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### Massey University

#### Bachelor of Science | Computer Science and Mathematics

Feb 2020 - April 2022

- A highly competent student with perfect grades in every course.
- Course marker and tutor for four computer science and mathematics courses.
- Granted countless course prerequisite skips due to high achievement.

### Steps Drama Learning Development

#### Leadership Skills Certificate – Leading in the Vodafone Way

February 2017

- A two week leadership course run for Vodafone NZ