

Joshua Mobley

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A 25-year-old currently working at Flix Interactive on Sea of thieves. During my free time, I engage in creating games

GAMES INDUSTRY:

Flix Interactive on Sea of Thieves, Jul 2023 - Present:	<p>While working on Sea of thieves I have worked on major updates to the game. While keeping to a strict budget for performance by making changes to the engine and gaining a deeper understanding of the project as a whole.</p> <p>My main understanding on this project is networking and performance.</p>
Playground Games on Fable, Jul 2021 - Jul 2022:	<p>For my University Placement, I worked on creating and maintaining internal toolsets for Playground Games on the Fable project. I was a part of the internal tools team that was responsible for maintaining and creating all our tools.</p> <p>While working on these toolsets I developed knowledge about C# and WPF (Windows Presentation Foundation) to improve the tools for the content creators.</p> <p>Throughout my time working on Fable, I worked with content creators to improve the tools that they would be using every day, this involved talking to them about the workflow, implementing better ways around tasks and fixing bugs that are preventing them from working on their work.</p>

EDUCATION:

Staffordshire University – 2019 – 2023:

(BSc (Hons) Computer Games Development)

Year 3:	<p>Final year project, making an MMO backend that supports server sharding.</p> <p>Mobile Game Development, making a kid's friendly puzzle game inspired by fruit ninja.</p> <p>Game Mechanic Programming, making a quest system for designers within unreal engine using C++.</p>
Year 2:	<p>Unity C# Tower defence game with a military theme which incorporates online multiplayer.</p> <p>Unity C# Game which is aimed to recreate Mario Kart which incorporates AI.</p> <p>In C# wrote a concurrent network application that allow you to send messages and play a simple game.</p>

TECHNICAL SKILLS AND SOFT SKILLS:

<ul style="list-style-type: none">• C#• C++• Visual Studio Code	<ul style="list-style-type: none">• Lua• Visual Studio / Visual Studio Debugging• GIT/Perforce/Source Control
<ul style="list-style-type: none">• The ability to work in an organised team to solve technical issues or barriers• Proficient in problem solving and debugging	<ul style="list-style-type: none">• Able to work to strict deadlines• Willing to learn new languages and frameworks to match the latest features within game.

RELEVANT GAMES EXPERIENCE:

I spent countless hours programming in C++ to enhance my understanding as well as over 13,000 hours on Garry's Mod where I code addons and make content for the modding scene.

Whenever I have free time, I try to above and beyond my education to try and get more knowledge on area's which I want to learn creating a hard worker.

There are communities within these games where I have worked with in the past to create custom content and addons for in the past in Garry's Mod. This allowed me to work as a team and get experience in creating content with thought about not creating bugs and exploits.

References Available upon request