Joshua Mobley

**Portfolio:** [**https://joshmobley.dev/**](https://joshmobley.dev/)

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Profile

I am a 20-year-old second year university student, studying at Staffordshire University doing Computer Games Development. I am an aspiring game programmer that has a proactive mind to learn more about the industry.

In my spare time, I work on games and game jams to further my knowledge of games and designing games.

100's of hours coding in C++ to further my knowledge 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.

Technical Skills

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| --- | --- |
| * C# * C++ * GIT/Source Control | * Python * Java script * Lua |

Skills:

The ability to work in an organised team to solve technical issues or barriers

Able to work to strict deadlines

Proficient in problem solving and debugging

Backend development

Relevant Games Experience

|  |  |
| --- | --- |
| **Community Manager/Developer**  **Hawk Server**  **2017 - Feburary 2020** | Managing the community  Main content designer and developer  QA / Fixing bugs on the fly |
| **Community Manager/Developer**  **ZARP Gaming**  **July 2017 – December 2019** | Manging the community  Developer  QA |

Education

|  |  |
| --- | --- |
| Staffordshire University – 2019 – 2022/3 | |
| BSc (Hons) Computer Games Development  Year 1:  Games Engine Creation | **Currently in progress**  84% - Creating an engine using SDL2 that recreates the first level of Mario with a twist. |
| Banbury and Bicester college – 2016 – 2019 | |
| Level 3 – Games Development and Coding  Level 2 – Information Technology | **DMM**  **P** |

Hobbies and Interests

In my spare time I do various personal projects to further my knowledge for example one of these would be a communityI ran with a couple of friends in the game “Garry’s mod”, In this community I develop content and implement them in game while trying to keep the balance of the game and economy together. This involved working with other developers and trying to keep a strict deadline.

**References Available upon request**