Joshua Mobley

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

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Profile

I am a 20-year-old student, who is 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

Projects:

Simple 2D Platformer:

This project was demonstrating my ability to code in C++, this was one of my first projects that I did. I used the Staffordshire university game SDK and built it from there. There is a level editor, high scores and coins that you must go around and collected in the game.

Light Game:

This is a game jam that was done in two days with the theme “phobias”, we picked the theme light and dark where the enemies are in the dark and you must use the light to kill them.

Greyscale:

This was another game jam game that was done in 4 days, I ended up doing it so that you had to battle each other. In a light and dark theme game.

Relevant Games Industry Experience

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| --- | --- |
| **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

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| --- | --- |
| Staffordshire University – 2019 – 2022/3 | |
| BSc (Hons) Computer Games Development  Games Engine Creation  Game Engine Programming | **Currently in progress** |
| 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 community I run with a couple of friends in the game “Garry’s mod”, In this community I develop ideas and implement them in game while trying to keep the balance of the game and economy together.

As well as this I also like to code in several different languages about anything that piques my interest and tools that help me automate my work. This ranges from auto hotkey scripts to automated testing of code that I create.