Joshua Mobley

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A 23-year-old second year university student, currently studying at Staffordshire University doing Computer Games Development. 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.

**Games Industry:**

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| **Playground Games on Fable, Jul 2021 - Jul 2022:** | 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 of our tools  While working on these toolsets I developed knowledge about C# and WPF (Windows Presentation Foundation) to improve the tools for the content creators.  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 workflows that they were using, implementing better ways around tasks and fixing bugs that are preventing them from working on their work. |

**Education:**

**Staffordshire University – 2019 – 2023:**

(BSc (Hons) Computer Games Development)

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| Year 3 (Ongoing):  Year 2:  Year 1: | Final year project, making an MMO backend that supports server sharding  Mobile Game Development, making a kid’s friendly puzzle game inspired by fruit ninja  Game Mechanic Programming, making a quest system for designers within unreal engine using C++  Unity C# Tower defence game with a military theme which incorporates online multiplayer  Unity C# Game which is aimed to recreate Mario Kart which incorporates AI  In C# write a concurrent network application that allow you to send messages and play a simple game.  Learning C++ basics and writing our own engine with the help of the SDL2 framework.  Using C++ knowledge to write an opengl engine to display and interact with items within a scene  In C++ write a game using freeglut to recreate pacman |

**Technical Skills AND SOFT Skills:**

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| * C# * C++ * GIT/Source Control * Visual Studio Code | | * Python * Java script * Lua * Visual Studio / Visual Studio Debugging |
| * The ability to work in an organised team to solve technical issues or barriers * Proficient in problem solving and debugging | * Able to work to strict deadlines * Willing to learn new languages and frameworks to match the latest features within game. | |

**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 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

**RELEVANT GAMES EXPERIENCE:**

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.

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.

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

**References Available upon request**