Joshua Mobley

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A 20-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.

**Education:**

**Staffordshire University – 2019 – 2023:**

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| BSc (Hons) Computer Games Development  Year 2 (Ongoing):  Year 1: | Currently in progress:  I am currently in year 2 of my studies here. I am currently learning C++, C# and networking.  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 |

**Banbury and Bicester college – 2016 – 2019:**

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| Level 3 – Games Development and Coding  Level 2 – Information Technology | Here I learnt a lot of the fundamentals of making a game and what makes them good.  Within college I learnt a lot of the fundamentals of games development including asset creation using 3ds max, animations, basics of scripting using construct 2 and sound creation.  A lot of this course was learning about how things worked not how to use them. |

**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.

These are the community’s that 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**