

# Joe Binns



**Junior gameplay programmer excited about innovating.**

I'm a physics-oriented gameplay programmer with experience in both Unity (6 years) and Unreal C++ (1 year). Nearing the end of my studies at Futuregames, I'm **seeking internships starting January 2024.**

## Employment

### Study Support Mentor @ Lund University

March 2021 — June 2022 · Lund, SE

Provided one-to-one tailored mentoring for BSc students at the Department of Physics.

### Unity Developer Intern @ MLabs

July 2019 — August 2019 · London, UK

Lead development on a realistic, real-time 3D urban environment simulation, for use by an automated transport planning system.

## Education

### YH Game Programmer @ Futuregames

August 2022 — December 2024 · Stockholm, SE

Specialised in gameplay programming and technical art.

### BSc Theoretical Physics @ Lund University

March 2021 — June 2022 · Lund, SE

Thesis was written on the topic of Combined Regularisation Techniques for Artificial Neural Networks.

## Contact

 [joebinns.com](https://joebinns.com)

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## Technical Skills

### Programming Fluency

C#, Python, Javascript, C++, Java, LaTeX, HTML and CSS.

### Libraries

Git, Perforce, Unity, Unreal, Blender and Photoshop.

### Tools

Tensorflow, Three.js, LWJGL, Forge Networking and Mapbox.

## Select Project

 [Stylised Character Controller](#)