

Joseph Alexander Binns



Junior gameplay programmer excited to innovate.

Gameplay programmer experienced in both Unity and Unreal, with a degree in Theoretical Physics and practical experience of computational research. Nearing the end of my studies at Futuregames; I'm **seeking an internship starting Spring or Summer 2024.**

Education

YH Game Programmer @ [Futuregames](#)

August 2022 — December 2024 · Stockholm, SE

Specialised in gameplay programming, UI programming and technical art.

BSc Theoretical Physics @ [Lund University](#)

August 2019 — June 2022 · Lund, SE

Thesis was written on the topic of [Combined Regularisation Techniques for Artificial Neural Networks](#). Selected courses include computational physics.

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

Developed an urban environment simulation, for use by an automated transport planning system.

Contact

 joebinns.com

 [Joe Binns](#)

 [joebinns](#)

 hello@joebinns.com

 [+46 73 462 47 49](tel:+46734624749)

 Sweden & UK

Technical Skills

Programming Fluency

C++ (1 year), C# (6 years), Python (6 years), JavaScript, LaTeX, HTML and CSS.

Libraries

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

Tools

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

Featured Project

 [Little Cosmos](#)