

Joseph Alexander Binns

Physics-Oriented Gameplay Programmer

Exploring tactile play in Unity and Unreal Engine 5, supported by a degree in Theoretical Physics and practise in computational research.

Employment

Game Programmer @ [Neat Corp](#)

Junior · May 2024 — Present · Stockholm, SE

Intern · Oct 2023 — May 2024

Developed and released Garden of the Sea on Steam and Nintendo Switch. Currently working on the upcoming VR title Crossings.

Study Support Mentor @ [Lund University](#)

Mar 2021 — Jun 2022 · Lund, SE

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

Unity Developer Intern @ [MLabs](#)

Jul 2019 — Aug 2019 · London, UK

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

Education

YH Game Programmer @ [Futuregames](#)

Aug 2022 — May 2024 · Stockholm, SE

BSc Theoretical Physics @ [Lund University](#)

Aug 2019 — Jun 2022 · Lund, SE

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

Contact

 joebinns.com

 [Joe Binns](#)

 [joebinns](#)

 hello@joebinns.com

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

 Malmö, Sweden

Technical Skills

Programming Fluency

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

Tools

Unity, Unreal Engine 5, Git,
Perforce, Jenkins, Blender,
Inkscape and Notion.

Libraries

TensorFlow, Three.js,
LWJGL, Forge Networking.

References

Available upon request.