

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 Summer 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](#)

August 2019 — June 2022 · Lund, SE

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

Contact

 joebinns.com

 [Joe Binns](#)

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 joebinns.95@gmail.com

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

 Sweden & UK

Technical Skills

Programming Fluency

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

Libraries

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

Tools

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

Select Project

 [Stylised Character Controller](#)