

# 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

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## 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.