Joseph Alexander Binns

Junior gameplay programmer

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

Employment

Junior Game Programmer [@ Neat Corp](#)

Oct 2023 — Present · Stockholm, SE
Intern · Oct 2023 — May 2024

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.