Joe Binns

Gameplay programmer & technical artist.

Employment

Study Support Mentor   Lund University   March 2021 – June 2022

- Provided one-to-one tailored support for BSc students at the Department of Physics.

Unity Developer   MLabs   July 2019 – August 2019

- 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

- Specialised in gameplay programming and technical art.
- Experienced in both Unity (6 years) and Unreal C++ (1 year).

BSc Theoretical Physics   Lund University   March 2021 – June 2022

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

Selected Projects

Stylised Character Controller

N-body Simulator

Technical Skills

Programming fluency	C#, Python, Javascript, C++, Java, LaTeX, HTML and CSS.
Libraries	Tensorflow, Three.js, LWJGL, Forge Networking, and Mapbox.
Additional Tools	Git, Parsec, Unity, Unreal, Blender, Photoshop.