

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

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