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
Intermediate · Nov 2025 — Present
Junior · May 2024 — Nov 2025
Intern · Oct 2023 — May 2024 · *Stockholm, SE*

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.