

# Joseph Alexander Binns



**Junior gameplay programmer excited to innovate.**

Gameplay programmer experienced in both Unity and Unreal Engine 5, with a degree in Theoretical Physics and practical experience of computational research. Nearing the end of my studies at Futuregames; I'm **seeking an internship starting Spring or Summer 2024.**

## Education

**YH Game Programmer @ [Futuregames](#)**

August 2022 — December 2024 · Stockholm, SE

Specialised in gameplay programming, UI programming and technical art.

**BSc Theoretical Physics @ [Lund University](#)**

August 2019 — June 2022 · Lund, SE

Thesis was written on the topic of [Combined Regularisation Techniques for Artificial Neural Networks](#). Selected courses include computational physics.

## Employment

**Study Support Mentor @ [Lund University](#)**

March 2021 — June 2022 · Lund, SE

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

**Unity Developer Intern @ [MLabs](#)**

July 2019 — August 2019 · London, UK

Developed an urban environment simulation, for use by an automated transport planning system.

## Contact

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## Technical Skills

### Programming Fluency

C++ (1 year), C# (6 years), Python (6 years), JavaScript, LaTeX, HTML and CSS.

### Tools

Unreal Engine 5, Unity, Git, Perforce, Blender and Inkscape.

### Libraries

Tensorflow, Three.js, LWJGL, Forge Networking.

## Featured Project

 [Little Cosmos](#)