

Joseph Alexander Binns

Junior gameplay programmer

Experienced in both Unity and Unreal Engine 5, with a degree in Theoretical Physics and practise in computational research.

Employment

Game Programmer Intern @ [Neat Corp](#)

October 2023 — Present · Stockholm, SE

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.

Education

YH Game Programmer @ [Futuregames](#)

August 2022 — May 2024 · Stockholm, SE

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.

Contact

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 [Joe Binns](#)

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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, tkinter.

Achievements

 [Lv.99 Narrative Award](#)

 [Game Dev Digest Feature](#)