Joseph Alexander Binns

Junior gameplay programmer

Experienced in both Unity and Unreal Engine 5, with a degree in Theoretical Physics and practical experience of 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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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.

Featured Project

🌌 Little Cosmos