Joshua Walker

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Profile

3rd-year MEng Computing student at Imperial College London with an interest in games and software development, explored through game jams and university projects which were instrumental in building foundational teamworking skills.

Education

Imperial College London   *(2022 - current)*

MEng Computing course, currently in 3rd year

- Achieved a 1st class honours in 2nd year
- Topics include: algorithms analysis, databases, networks and communication, computer architecture
- Developed skills in Git, C, Java, Rust, Haskell, Assembly
- Expanded on A-Level mathematics knowledge with modules in Linear Algebra and Predicate Logic
- Worked effectively in complex, time-constrained group projects, which included developing an operating system, compiler and assembler
- Studied Human-Centred Design techniques with Royal College of Art in order to build an appropriate Android app for a target market

Shrewsbury Sixth-Form College   *(2020 - 2022)*

A Levels

- Computer Science - A*
- Physics - A*
- Maths - A*
- Further Maths - A

William Brookes School   *(2015 - 2020)*

10 GCSEs grades 9 - 7

Work Experience and Volunteering

IC Hack   *(2023, 2024)*

Europe's largest student-run hackathon, hosted on South Kensington Campus

- Volunteered throughout both days to help secure the premises and cater for hundreds of participants and industry representatives
- Participated to experience for myself the challenge of the hackathon and learn more about different sectors of the industry through the numerous workshops hosted throughout the event

In-Comm (formerly Marches Centre of Manufacturing Technology)   *(2019)*

Completed a week's work experience among a group of automotive apprentices, studying engines in a practical environment to better understand how software engineering techniques can be applied to different engineering disciplines.

Skills and Interests

Programming Languages: Unity, C, C#, Rust, Java, Kotlin, Haskell, HTML, CSS
Games Development: I have competed in game jams, developing games in Unity in anywhere from 48 hours to 14 days. To learn more about the industry, I have read game development blogs and attended the Games Careers Week.

Guitar: I taught myself guitar to keep busy during the Covid-19 lockdowns.
Archery: I was a member of Audco Archers, an archery club based where Archery GB train; consequently, I have trained with and been inspired by the dedication of Olympic and Paralympic archers.