

# Josh Denton

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## PERSONAL STATEMENT

As a recent graduate with a 1<sup>st</sup> in Computer Gaming Technology, I am looking to utilise the skills I have acquired to contribute to an ambitious, game development studio. I believe that the exposure I have had to highly regarded game engines, alongside the experience I've had with object orientated programming languages, will prepare me for a role within this challenging industry. My career goal is to take a position that allows me to take responsibility for implementing interesting gameplay mechanics together with learning as much as possible along the way.

## EDUCATION

**BSc (Hons) Computer Gaming Technology: 1<sup>st</sup> Class Honours, 09/2015 – 12/2020, Anglia Ruskin University**

- **Modules Included:** The complete development cycle of video games; Video game AI; Software design and implementation; Object orientated programming; UI design and implementation; QA and testing; Modelling and animation.

**Secondary Education: 09/2007 – 09/2014 - Marlborough School, Woodstock**

- **A-Levels** in Maths and Geography
- **Ten GCSEs A-C** including Maths and English

## TECHNICAL SKILLS

Experienced with:

- **c#:** Three years' experience within the Unity game engine and console applications.
- **Unity Game Engine:** Three years creating games for university coursework and personal projects, this includes both 2D and 3D projects.
- **Microsoft Visual Studio IDE:** Main development environment used alongside Unity.

Good understanding of:

- **HTML & CSS:** Making changes to the position and style of elements on the front end of a website.
- **PHP:** Back-end website maintenance/features.
- **SQL:** Running queries to access and update information on a website database.
- **c++:** Created an application implementing the linked list data structure.

Basic knowledge of:

- **Maya:** Created basic polygons and models for various Unity projects. I also completed a module in second year which centred around the use of creating models and animations using Maya software
- **Unreal Engine:** Used for one module in my first year at university, primarily focussing on the use of Blueprint visual scripting system.

## PERSONAL PROJECTS

**Cooking with Polygons**

- Casual video game developed in c# using Unity.
- Published online - <https://jd-saints1.itch.io/cooking-with-polygons> See the dev log for code changes/updates.
- Code repository: <https://github.com/joshuadenton5/CookingDemo>
- An experimental revamp of this project: [https://github.com/joshuadenton5/3d\\_Dem](https://github.com/joshuadenton5/3d_Dem)

## WORK EXPERIENCE

**Cambridge Baby: Systems Programming, 09/2019 – Present**

Cambridge Baby is a small company specialising in the sale of naturally made garments, predominately wool, organic cotton, alpaca and silk. My job here was varied, but I did contribute to the maintenance of the website – mainly back end features.

- Since starting here, I have been exposed to SQL, PHP, HTML and CSS.
- Running and testing new features added by other team members.

- Implemented my own features to the back-end of the company website, saving time for team members when engaging with customers and performing tasks.

Other roles included:

- Picking and packing orders
- Communicating with other team members about changes to stock.
- Taking payments from customers over the phone, along with assisting with any queries/general help.
- Making sure all stock was correctly located on the system.
- Reporting system errors and bugs.

## OTHER SKILLS

- **XAMPP:** Created local test servers to host websites within the work environment and on personal computer.
- **NetBeans IDE:** Primary Development environment used in the workplace.
- **Microsoft Office:** Word, PowerPoint, Excel.
- **Mac OSX:** Good knowledge of how to operate apple based systems.
- **Linux based systems:** Experience using and running commands on Linux machines.

## INTERESTS

- Video games have always been a true passion. Along with creating and playing, I love watching and listening to game critiques and analysis, which is something I always make time for.
- Attending music gigs and festivals is a regular occurrence in my calendar, having a keen interest in the electronic scene.
- Although I no longer play sports competitively, I am an avid fan of football, rugby and enjoy watching many other sports.
- Maintaining a healthy and active lifestyle is important to me. Cycling, running and a gym membership help me stay fit along with the personal achievements that come with them.

**References available upon request**