



Josephine Emenya

Aspiring Software Developer

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Profiles

 [josiemenya](#)

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Summary

Emerging developer with an eagerness to learn, leveraging programming, critical-thinking and collaboration skills to create user-focused applications in a collaborative, forward-thinking tech environment.

Skills

Programming Languages

● ● ● ● ○

C++, C

Frameworks

● ● ● ● ○

SDL, ImGui, libtcod, nholmann/json, GBDK

IDE Tools

● ● ● ● ●

CLion, VSCode, Visual Studio, PyCharm, JetBrains Rider, WebStorm

Game Engines

● ● ● ● ○

Unreal Engine 5, Godot, PICO-8, RenPy

Programming Concepts

● ● ● ● ○

OOP, Modern C++, STL, Data Structures and Algorithms, Memory Management, Design Patterns, Error Handling

Critical Thinking

● ● ● ● ●

Git/Github

● ● ● ○ ○

Experience

Norwich University Of The Arts

Assistant Technician

October 2024 - July 2025

Norwich, UK

- Assisted the technical team to maintain an efficient and effective workspace.
- Provided technical advice, guidance and assistance to students.
- Improved the availability of resource through proactive maintenance and quick resolution of technical issues.
- Dedicated time to continuous professional development to stay current with emerging technical tools and methods.
- Supported at least 5 students and staff per week in the effective use of specialist workshop resources.

Volunteering

Tech Conferences

Event Assistant Volunteer

February 2025 - April 2025

- Volunteered at two major online C++ conferences (CppOnline and ACCU), supporting attendees in navigating the virtual venue.
- Improved attendees experience by providing timely guidance on session locations and conference platform navigation.
- Proactively engaged and communicated with participants to answer questions and relay important conference information, enhancing overall attendee satisfaction.
- Resolved technical and logistical queries during live sessions, including personally escorting attendees to the correct virtual rooms.
- Collaborated with conference organizers and fellow volunteers to maintain a welcoming and informative environment throughout the events.

Norwich University Of The Arts


Student Representative

October 2022 - May 2023

Norwich, UK

- Dedicated time to being the primary form of contact between students and faculty, ensuring clear communication and feedback flow.
- Advocated for student needs, concerns, and interests by presenting suggestions and solutions to improve the academic environment.
- Promoted a positive and supportive atmosphere by initiating ideas to foster a calm and productive workspace.

Projects	
<div><div><div>Nylaipin</div><div>Exploration project for the Vertical Game Jam</div><div><div><div></div></div><div>Nylaipin</div></div></div><div><div>Role: Blueprint Programmer, Build and Release Engineer</div><div><div><div></div><div></div><div></div></div><div><div>Designed and implemented core puzzle logic using Unreal Engine 5 blueprint, ensuring engaging game play and user experience</div><div>Used GitHub for version control, managing commits and multiple branches to track and streamline project progress.</div><div>Led the game deployment process including, build preparation, quality checks, debugging and revisions for publication</div></div></div><div>Blueprints, Unreal Engine 5, Github</div></div></div>	November 2024
<div><div><div>Farm Defense</div><div></div><div><div><div></div></div><div>FarmDefense</div></div></div><div><div>Role: Lead Programmer / Sole Developer</div><div><div><div></div><div></div><div></div></div><div><div>Designed, Created and Coded a farming simulator, with tower defense elements.</div><div>Developed most parts using code instead of Blueprints scripting to greatly improve proficiency.</div><div>Built core mechanics using a mix of Blueprints and C++ including- AI Behaviors, A shopping system, UI and Game HUD and a plant growth system.</div><div>Utilized GitHub for version control and project tracking, managing commits and tracking all changes independently to maintain organized, efficient development workflows.</div></div></div><div>C++, OOP, JetBrains Rider, Github, Unreal Engine 5</div></div></div>	March 2025 - May 2025
<div><div><div>Text-Tiles</div><div>Weaving and Stitching Stories Together</div><div><div><div></div></div></div><div><div>Role: Lead Programmer / Sole Developer</div><div><div><div></div><div></div><div></div></div><div><div>Developed a custom C++ game engine inspired by Twine and text-based games integrating SDL3, OpenGL, and Dear ImGui for real-time UI rendering and tools.</div><div>Implemented a fully functional menu bar system with callbacks for file operations, project saving/loading, and application controls.</div><div>Applied modern C++17 features, including smart pointers, std::filesystem, and lambdas for streamlined callback registration.</div><div>Implemented icon loading and window branding via SDL surface handling and resource management.</div></div></div><div>C++, Smart Pointers, SDL, Modern C++, SDL3, OpenGL 3.3, Dear ImGui, nlohmann/json, Game Engine Development, GUI Programming, File I/O, Event Handling, Menu System Design, Callback Functions, std::filesystem, Lambda Expressions, UI/UX for Games</div></div></div></div>	July 2025 - Present
<div><div><div>Personal Website</div><div></div><div><div><div></div></div><div>https://josephineemenya.co.uk</div></div></div><div><div>Role: Lead Programmer / Sole Developer</div><div><div><div></div><div></div><div></div></div><div><div>Designed and developed a fully responsive personal portfolio website using HTML, CSS, and JavaScript.</div><div>Applied typography principles and layout design to improve readability and user experience.</div><div>Implemented clean, maintainable and modular code using WebStorm IDE to streamline the development workflow.</div><div>Weaved in modern CSS techniques for animation, theming, and adaptive layouts.</div><div>Incorporated playable web-based games and embedded videos to boost interactivity and engagement.</div></div></div><div>JavaScript, CSS, HTML, Typography, Design, WebStorm</div></div></div>	July 2025 - Present
<div><div><div>Polterguest</div><div></div><div><div><div></div></div><div>https://bit.ly/polter-guest-wgj</div></div></div><div><div>Role : Programmer, Build and Release Engineer</div><div><div><div></div><div></div><div></div></div><div><div>Designed & implemented a CSV-driven interaction system for dialogue before migrating to Godot Signals.</div><div>Developed the character customization functionality with live previews</div><div>Owned the full build & deployment process and produced release packages for desktop platforms.</div><div>Collaborated with designers, writers and other developers to iterate on UX, incorporating feedback and improving player experience</div></div></div><div>GDScript, Godot, Github, Data-driven design, CSV, Character Customisation, Scene System, Resource Management, Build & Deployment</div></div></div>	August 2025

Education	
Norwich University Of The Arts	September 2022 - July 2025
Games Development	Bachelor Of Science
Grade 2: 1	
<ul style="list-style-type: none">• Focused on self-driven projects to meet course deadlines and deadlines.• Developed skills in programming, problem-solving, and project management through independent learning.• Gained practical experience in C++ and various game engines while building projects to meet academic expectations.• Developed familiarity with software development life cycle and collaborative tools Git and GitHub for version control.	
Certifications	
Beginning C++ Programming - From Beginner to Beyond	April 2025
Tim Buchalka's Learn Programming Academy, Dr. Frank Mitropoulos	
 https://bit.ly/udemy-certificate-cpp	
References	
Available Upon Request	