



Josephine Emenya

Aspiring Software Developer

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Profiles

 [josieemenya](#)

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Summary

Emerging developer leveraging programming, critical-thinking and collaboration skills to create user-focused applications in a 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

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Experience

Norwich University Of The Arts Assistant Technician	October 2024 - July 2025 Norwich, UK
<ul style="list-style-type: none">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.	

Projects

Nylaipin Exploration project for the Vertical Game Jam 🌐 Nylaipin Role: Blueprint Programmer, Build and Release Engineer <ul style="list-style-type: none">Designed and implemented core puzzle logic using Unreal Engine 5 blueprint, ensuring engaging game play and user experienceUsed GitHub for version control, managing commits and multiple branches to track and streamline project progress.Led the game deployment process including, build preparation, quality checks, debugging and revisions for publication Blueprints, Unreal Engine 5, Github	November 2024
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Farm Defense 🌐 FarmDefense Role: Lead Programmer / Sole Developer <ul style="list-style-type: none">Designed, Created and Coded a farming simulator, with tower defense elements.Developed most parts using code instead of Blueprints scripting to greatly improve proficiency.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.Utilized GitHub for version control and project tracking, managing commits and tracking all changes independently to maintain organized, efficient development workflows. C++, OOP, JetBrains Rider, Github, Unreal Engine 5	March 2025 - May 2025
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Roguelike Project 🌐 Roguelike Practice Project <ul style="list-style-type: none">Developed a roguelike game in C++ using the libtcod library, implementing rendering, entity management, and game loop architecture.Implemented an entity rendering system to draw all game objects to the console each frame.Integrated filesystem checks to ensure asset directory availability before rendering, improving stability and error handling.Applied modern C++ concepts such as <code>`std::filesystem`</code>, lambda expressions, and range-based iteration to streamline game logic.Designed modular code components to allow easy expansion of game features, including new entities and environments. libtcod, SDL, STL Algorithms, Bit Flags, Bitwise Operations, Lambdas	June 2025 - present
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Text-Tiles Weaving and Stitching Stories Together Role: Lead Programmer / Sole Developer <ul style="list-style-type: none">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.Implemented a fully functional menu bar system with callbacks for file operations, project saving/loading, and application controls.Applied modern C++17 features, including smart pointers, std::filesystem, and lambdas for streamlined callback registration.Implemented icon loading and window branding via SDL surface handling and resource management. 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	July 2025 - Present
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Personal Website 🌐 https://josephineemenya.co.uk Role: Lead Programmer / Sole Developer <ul style="list-style-type: none">Designed and developed a fully responsive personal portfolio website using HTML, CSS, and JavaScript.Applied typography principles and layout design to improve readability and user experience.Implemented clean, maintainable and modular code using WebStorm IDE to streamline the development workflow.Weaved in modern CSS techniques for animation, theming, and adaptive layouts.Incorporated playable web-based games and embedded videos to boost interactivity and engagement. JavaScript, CSS, HTML, Typography, Design, WebStorm	July 2025 - Present
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Polterguest 🌐 https://bit.ly/polter-guest-wgj Role : Programmer, Build and Release Engineer <ul style="list-style-type: none">Designed & implemented a CSV-driven interaction system for dialogue before migrating to Godot Signals.Developed the character customization functionality with live previewsOwned the full build & deployment process and produced release packages for desktop platforms.Collaborated with designers, writers and other developers to iterate on UX, incorporating feedback and improving player experience GDScript, Godot, Github, Data-driven design, CSV, Character Customisation, Scene System, Resource Management, Build & Deployment	August 2025
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Education	
Norwich University Of The Arts Games Development 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.	September 2022 - July 2025 Bachelor Of Science

Volunteering	
Tech Conferences Event Assistant Volunteer <ul style="list-style-type: none">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.	February 2025 - April 2025

Norwich University Of The Arts Student Representative <ul style="list-style-type: none">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.	October 2022 - May 2023 Norwich, UK
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