Joshua Mobley

Portfolio: https://joshmobley.dev/   **Email: joshuamobley14@gmail.com**

A 23-year-old third year university student, currently studying at Staffordshire University doing Computer Games Development. Who is an aspiring game programmer that has a proactive mind to learn more about the industry. During my free time, I engage in creating games and participating in game jams as a way to enhance my skills and understanding in game development and design.

GAMES INDUSTRY:

Playground Games on Fable, Jul 2021 - Jul 2022:	For my University Placement, I worked on creating and maintaining internal toolsets for Playground Games on the Fable project. I was a part of the internal tools team that was responsible for maintaining and creating all of our tools. While working on these toolsets I developed knowledge about C# and WPF (Windows Presentation Foundation) to improve the tools for the content creators. Throughout my time working on Fable, I worked with content creators to improve the tools that they would be using every day, this involved talking to them about the workflow, implementing better ways around tasks and fixing bugs that are preventing them from working on their work.

EDUCATION:

Staffordshire University – 2019 – 2023:
(BSc (Hons) Computer Games Development)

Year 3:	Final year project, making an MMO backend that supports server sharding. Mobile Game Development, making a kid's friendly puzzle game inspired by fruit ninja. Game Mechanic Programming, making a quest system for designers within unreal engine using C++.
Year 2:	Unity C# Tower defence game with a military theme which incorporates online multiplayer. Unity C# Game which is aimed to recreate Mario Kart which incorporates AI. In C# wrote a concurrent network application that allow you to send messages and play a simple game.
Year 1:	Learning C++ basics and writing our own engine with the help of the SDL2 framework. Using C++ knowledge to write an opengl engine to display and interact with items within a scene. In C++ wrote a game using freeglut to recreate pacman

TECHNICAL SKILLS AND SOFT SKILLS:

• C#	• Lua
• C++	• Visual Studio / Visual Studio Debugging
• Visual Studio Code	• GIT/Perforce/Source Control
• The ability to work in an organised team to solve technical issues or barriers • Proficient in problem solving and debugging	• Able to work to strict deadlines • Willing to learn new languages and frameworks to match the latest features within game.

RELEVANT GAMES EXPERIENCE:

I spent countless hours programming in C++ to enhance my understanding as well as over 13,000 hours on Garry's Mod where I code addons and make content for the modding scene.

Whenever I have free time, I try to above and beyond my education to try and get more knowledge on area's which I want to learn creating a hard worker.

There are communities within these games where I have worked with in the past to create custom content and addons for in the past in Garry's Mod. This allowed me to work as a team and get experience in creating content with thought about not creating bugs and exploits.

Developer/Community Manager Hawk Server 2017 - February 2020	Managing the community Main content designer and developer QA / Fixing bugs on the fly
Developer/Community Manager ZARP Gaming July 2017 – December 2019	Manging the community Developer QA

HOBBIES AND INTERESTS:

In my spare time I do various personal projects to further my knowledge for example one of these would be a community ran with a couple of friends in the game "Garry's Mod", In this community I develop content and implement them in game while trying to keep the balance of the game and economy together. This involved working with other developers and trying to keep a strict deadline

References Available upon request