

JOSHUA ATKINS

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SUMMARY

Self-taught Gameplay Programmer, developing games since 2015 and with over 2 years' professional industry experience. Experienced with object-oriented programming languages, including C# and C++, and the Unity and Unreal game engines. Been developing in Lua in conjunction with C++ since early 2020. Personal projects to date have largely focused on the arcade and puzzle genres, but passionate about old-school RPGs, RTSs, and games with a strong driving narrative.

SKILLS AND ABILITIES

- Skilled scripting with C# and using the Unity engine to create 2D and 3D games.
 - Started scripting with C++ using the Unreal engine since the start of 2019.
 - Been scripting with C++ and Lua in the context of a bespoke in-house game engine in professional work for over 2 years.
 - Experienced using Blender to model and texture a range of 3D environment assets.
 - Logically minded, with strong mathematics and physics skills.
 - Created personal website, which included working with JavaScript and PHP, including the Wordpress Loop.
 - Experienced using graphical tools such as Paint.net, Inkscape, and GIMP to create icons and sprites, as well as textures for 3D models.
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RELEVANT EXPERIENCE

Full Gameplay Programmer - Frontier Developments - Cambridge

November 2021 – Present

- Worked on post-release content and continued to provide support for Jurassic World Evolution 2, including bug fixes and general quality of life improvements.
- Performed code reviews and provided general support for graduate programmers.

Graduate Gameplay Programmer - Frontier Developments - Cambridge

February 2020 – November 2021

- Part of team working on Jurassic World Evolution 2, from its infancy right through to its release.
- Worked with bespoke in-house game engine, scripting in C++ and Lua.
- Given responsibility over building/maintaining systems/subsystems and implementing a variety of gameplay features.
- Developed debugging skills in dealing with bugs in my own and other systems.
- Directly coordinated and collaborated with team members in a wide range of other disciplines.

RELEVANT
EXPERIENCE
(CONTINUED)

Indie Game Developer – Personal Projects

2015 - Present

- Used Unity and UE4 to create and release a variety of games - both 2D and 3D - having released 16 games to date and prototyped many more.
 - Frequently participated in game jams, including Ludum Dare.
 - Utilised Blender to create 3D models for in-game use - including a full chess set and a room environment - using a variety of graphical tools to create textures.
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OTHER EXPERIENCE

Teacher - Abbey Meadows Primary School – Cambridge

2016 – 2017

- Demonstrated leadership and teamwork skills in planning and executing lessons and an array of other learning experiences.
 - Displayed good communication skills daily.
 - Involved in extra-curricular events including after-school coding club.
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EDUCATION

BSc Combined STEM – Open University – Milton Keynes

2017 – Present (Part-time)

- Modules completed to date:
 - Introduction to Computing and Information Technology 1 (96%)
 - Essential Mathematics 1 (97%)
 - Physics and Space (96%)
 - Essential Mathematics 2 (98%)
 - Astronomy (88%)
 - Pure Mathematics (94%)
 - Mathematical Methods (99%)
- Awarded the *2019 Eric Tomney Memorial Prize* for being the top-scoring student in the Astronomy module.

General Primary PGCE – University of Cambridge – Cambridge

2015 – 2016

- Gained a deep understanding of pedagogy and effective teaching.
- Developed leadership and organisation skills.
- Experienced enrichment week with the focus of how to integrate technology into the curriculum.

EDUCATION
(CONTINUED)

BA Philosophy – University of York – York

2011 – 2014

- Awarded first class honours.
- Advanced skills in self-management, problem solving, and effective communication.
- Modules studied include *Advanced Logic*, *Foundations of Mathematics*, and *Philosophy of Physics*.
- Awarded *First Year Prize for Best Overall Performance* and *Second Year Prize for Best Overall Performance*.
- Awarded *The York Award*, for completing ‘a programme of personal and skills development’.

Kett Sixth Form College – Norwich

2009 – 2011

- **A Levels:**
 - Mathematics (A*)
 - Photography (A*)
 - Physics (A)
 - Computing (B)
- **AS Levels:**
 - Further Mathematics (A)
- *Achievement Award* for Mathematics, Photography and Physics.
- *Attitude to Learning Award* for Computing.
- Designated *Norfolk County Scholar* for overall excellence in A-levels.

OTHER
ACCOMPLISHMENTS

- Participant in Udacity’s *Google Developer Challenge Scholarship* in 2017-18.
- Created a subscription module for the e107 CMS.
- Complete the Unreal engine Blueprint Ninja Challenge in 2021.
- Ranked 72nd overall in Ludum Dare 44, including 12th in the ‘Mood’ category.
- Participated in the creative writing project NaNoWriMo annually from 2006-2014.
- Volunteered as an Independent Partnership Supporter *with Norfolk SEND Partnership Information, Advice and Support Service* in 2014.