JOSHUA ATKINS

✉ hello@joshatkins.co.uk 🌐 joshatkins.co.uk 🐦 @JoshyOshKenoshi

in linkedin.com/in/joshua-atkins 📱 (+44)7549 628214

SUMMARY

Self-taught Gameplay Programmer, developing games since 2015 and working in the industry since early 2020. Experienced with object-oriented programming languages, including C++ and C#, as well as Lua in conjunction with C++, and the Unity, Unreal, and Cobra game engines. Key strengths include organisational skills, problem-solving, and attention to detail. 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 3.5 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.

RELEVANT EXPERIENCE

Full Gameplay Programmer - Frontier Developments - Cambridge
November 2021 – Present
- Currently working on features for unannounced project in the CMS genre.
- Worked on post-release content and continued to provide support for Jurassic World Evolution 2, including implementation of new features, 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
- Worked 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.
- Coordinated and collaborated with team members from a wide range of other disciplines, including design, audio, animation, and art.

RELEVANT EXPERIENCE (CONTINUED)	**Indie Game Developer – Personal Projects** 2015 - Present • Used Unity and UE4/UE5 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.
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 using Scratch.

EDUCATION	**BSc Combined STEM – Open University – Milton Keynes**
	2017 – 2023 (Part-time)
	• Awarded first class honours.
	• Modules completed:
	    o Introduction to Computing and Information Technology 1 (96%)
	    o Essential Mathematics 1 (97%)
	    o Physics and Space (96%)
	    o Essential Mathematics 2 (98%)
	    o Astronomy (88%)
	    o Pure Mathematics (94%)
	    o Mathematical Methods (99%)
	    o Complex Analysis (91%)
	    o Deterministic and Stochastic Dynamics (85%)
	    o Further Pure Mathematics (96%)
	• 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, then again in 2023.
- Volunteered as an Independent Partnership Supporter *with Norfolk SEND Partnership Information, Advice and Support Service* in 2014.