Joseph Whitehead

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Skills

Languages: C#, C++, Java, SQL, CSS, PHP, HTML

Software: Unity, Code::Blocks, SQL *Plus, Oculus SDK

Other: Teamwork, Leadership, Excellent communication and presentation skills.

Education

BSc Computer Science with Games Development (working towards)

Northumbria University | 2017 - Present

A-Levels

Btec Media Production Games Design: D*, Maths: C. Law: C

Experience

Undead Valley (PC) - Zombie Survival RPG

http://josephwhitehead.com/UndeadValley

Undead Valley is a personal project that I have been working on during my spare time over the past year. On this project, I gained experience developing various systems including; the character controller, inventory system with support for containers as well as using/dropping items, an NPC dialogue system with support for accepting and completing quests and Zombie AI. The project also allowed me to gain experience using the Unity profiler to identify and fix performance issues.

Grid Locked (Web) - Arcade top-down shooter

http://josephwhitehead.com/GridLocked

Grid Locked is a project that I made in 48-hours for Ludum Dare 42. The game performed quite well in the jam, receiving 130th place in the fun category out of over 2000 entries. The project taught me a lot about the later stages of games development, as I focused on a simple idea and then proceeded to spend the majority of the jam time focusing on polish and feel. I also used the extra time to learn how to make the game fully controller compatible, which is something I had no previous experience with. I am now working on expanding Grid Locked alongside my other projects.

President of Northumbria University Games Development Society

Outside of my studies at University, I also run the game development society. The society is made up of a group of students who have a passion for developing games. Each year we focus on a project as a group and participate in game jams. Being president of the society has allowed me to gain experience and improve my skills in many areas, including leading and working with a group on a project. It has also allowed me to work on my presentation skills.

Work Experience

Funshack Seaham

Counter Assistant and Childrens Play Supervisor | Feb 2017 - Present

Working part-time at the FunShack has allowed me to improve my communication and team-working skills and has given me experience working under pressure, as it is often extremely busy.