

Joseph Whitehead

Gameplay Programmer & Designer

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PROFILE

Game developer with 8 years of professional experience in gameplay programming and design, across VR and PC titles. Focused on horror games and experiences. [Add a sentence on your strengths, e.g. engines, genres, team roles.]

EXPERIENCE

Gameplay Programmer & Designer, Wolf & Wood Interactive

January 2019 – Present

- **My Cannibal Family** (current, programmer & designer): co-op horror simulation published by Raw Fury. [Describe your contributions.]
- **C-Smash VRS** (programmer & designer): VR reimagining of the Sega Dreamcast game Cosmic Smash, on Meta Quest. [Describe your contributions.]
- **The Last Worker** (programmer): narrative adventure published by Wired Productions (2023). [Describe your contributions.]
- **Hotel R'n'R** (programmer): physics-based VR game (2020). [Describe your contributions.]

PERSONAL PROJECTS

Seven short horror games, mostly made during game jams and published on itch.io: **MORN Demo** (retro horror FPS), **Ouija**, **Harvest Season** (Ludum Dare 57), **Park Lane**, **The Salatroitsk Incident**, **What Swims Beneath Us**. and **Recursion**.

EDUCATION

BSc Games Development, Northumbria University

2017 – 2021 [Classification]

SKILLS

[Engines: e.g. Unity, Unreal] | [Languages: e.g. C#, C++] | [Tools: e.g. Git, Perforce] | VR development | Gameplay design