JOSHUA GUNNETT

C# & LUA PROGRAMMER

CONTACT ME

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Address
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EDUCATION

2017- 2020
Bachelor Degree for Game Design
South Essex College For Further & Higher Education

BTEC Level 3 Extended Diploma in Creative Media Production (Games Design
South Essex College For Further & Higher Education

GCSE's
-English (B)
-ICT (B)
-Math (C)
-Media Studies (C)
-Graphical Studies (D)
-Science & Additional Science (D)
Sweyne Park School

PROFILE INFO

I am a hard-working individual who is both charismatic and intelligent. I am more of a lateral thinker who focuses more on the logical and programming side of the computing industry, though that does not mean I am without my creativity. My love and passion for games and programming has been there ever since I first touched a computer, and since starting out in this industry I love, I have wanted to explore even further avenues on what could be achieved.

WORK EXPERIENCE

Ziax LTD: Junior Game Developer (January 2022 - January 2024)

- Developing games as part of a dedicated team on behalf of Meta.
- Server side, and Client side network programming.
- Receiving reviews of my work from senior developers.
- Assisting senior developers with tasks such as code reviews, testing, and debugging.
- Writing code for new features and applications
- Conduct development tests.
- Updating existing software and reporting changes to seniors.
- Attends daily developer meetings, and weekly. meetings with company management.
- Providing on-call support as necessary.

RoboCombat: Freelance Developer (December 2020 - January 2022)

- Working independently to achieve programming goals.
- Quality control of my own work and documentation
- Reporting updates back on work.
- Monitor the performance of internal systems.
- Analyse user needs and software requirements to inform system design.

MY SKILLS & EXPERTISE

- Unity Engine
- C#
- Roblox Studio
- Crayta
- Lua
- HTML3, SCSS & CSS3
- Autodesk Maya
- Autodesk Mudbox
- Adobe Photoshop
- Substance Painter

MY REFERENCE

Tyrone Anderson
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Tony Sze
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