

CONTACT ME



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PERSONAL STATEMENT

A charismatic and intelligent lateral thinker, with a genuine passion for games and programming. Fluent in the C# and Lua programming languages, and both the Unity and Roblox Studio game engines, I thrive in detail orientated programming roles with scope for creativity and innovation.



SKILLS & EXPERTISE

- Unity Engine
- C#
- Roblox Studio
- HTML3, SCSS & CSS3
- Autodesk Maya
- Autodesk Mudbox
- Adobe Photoshop
- UEFN & Verse



KEY STRENGTHS

- Focused and Dedicated:** driven by authentic interests and a desire to achieve, my motivation to work towards an individual and the goals of the company is resolute.
- Principled:** I have inherently strong ethics and a clear sense of right and wrong that drives all that I do. I take pride in my behaviours and encourage the same in team members.
- Offering Different Perspectives:** I am naturally inquisitive and often think 'outside the box'. Combined with my ability to communicate articulately and confidently, I provide unique insights and challenge the status quo in a professional and supportive manner.



EMPLOYMENT HISTORY

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

- Developed games both independently and within a six (6) man team, often under pressure, to create dedicated, high-quality games for the Crayta Engine, on behalf of Meta.
- Worked in both Lua, HTML and CSS programming to develop the U.I and core mechanics of our Crayta Engine projects., such as the Crayload and Cray-Zee Golf games.
- Worked on an undisclosed Unity Engine project using C# to build several unique and creative game mechanics, including pitching a building system that used a series of geometric shapes around an octagonal base that enabled players to build complex designs not seen elsewhere on the market. This was key to separating Ziax's project from other competitors such as Fortnite.
- Supported and collaborated with senior developers to review their code during the Cray-Zee Golf project to debug and refine innovative golf ball mechanics.

RoboCombat: Freelance Developer (December 2020 - January 2022)

- Worked independently to provide tools for the Roblox Robot Combat community within the Roblox Studio Engine, including a countdown timer, and kits that streamlined the process of building robots.
- Developed a damage system that mirrored the damage physics of robot combat under the constraints of the Roblox Studio engine.
- Continuously supported and improved the system with rigorous testing and updates after releasing them, improving on the physics of the damage system to get as close as possible to real-life robot combat.



EDUCATION

2:1 Bachelor Honours Degree for Game Design (2017- 2020)

South Essex College For Further & Higher Education, Southend-On-Sea

BTEC Level 3 Extended Diploma in Creative Media Production & Games Design (2015- 2016)

South Essex College For Further & Higher Education, Southend-On-Sea



INTERESTS

I have a keen interest in creative media: I play games and partake in tournaments online within the Roblox Robot Combat community, including hosting my own events; I enjoy films, particularly comic book movies.



REFERENCES: Available upon request.