JOSHUA BRADLEY

[He/Him]

DRIVEN FIRST CLASS MSCI COMPUTER SCIENCE GRADUATE
AND INTO GAMES IG50 AWARD WINNER

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Budding gameplay programmer and first class MSci Computer Science graduate. Technically proficient, with software development experience in multiple programming languages, including C++ and C#, in addition to experience with Unreal and Unity. Practised in object-oriented programming and software design. Ready and eager to break into the gaming industry to help create impactful gaming experiences.

TECHNICAL SKILLS

- C++/C and C#
- Unreal 5.4
- Blueprint Visual Scripting
- Unity
- Object-oriented software design
- Visual Studio 2022
- P4V and Git CLI
- Mathematics: 3D geometry and vectors

GAMES EXPERIENCE

Unreal Developer, INFINITY27, Remote — January 2025 - Current

- Individually developing a unique spell for the game Samsara.
- Built with Unreal 5.4, Blueprints, and C++.
- Working in a live studio environment, participating in agile work practices.

Pac-Man Recreation (C++), Personal Project — February 2023 - April 2023

- Individually recreated Namco's Pac-Man (1980). Demo: https://youtu.be/nPjuK7pgmtY
- Built to familiarise myself with OOP in C++ and improve Visual Studio/C++ development skills.

Unity Developer, Hybrid Instruments Ltd, Lancaster — January 2022 - July 2022

- Individually developed a bespoke 2D game using Unity. Demo: https://youtu.be/OyGsDMw
- Includes a bespoke physics simulation of charged particle deflection in non-linear magnetic fields.

EDUCATION

MSci (Hons) Computer Science (1st), *University of Lancaster*

A-Levels: Computer Science (A), Mathematics (A), Art & Design (A*), Physics (B)

ACHIEVEMENTS

Game Development Skills Bootcamp - 100% grade, INFINITY27, 2025

Achieved a perfect grade, demonstrating proficiency in a diverse range of game development skills.

IG50 Winner: Programming, Into Games, 2023

Selected as an example of exceptional future game programming talent based on my portfolio.

Royal Society Summer Science Exhibition Game Showcase, The Royal Society, 2022

The game developed for Hybrid Instruments Ltd was publicly showcased on behalf of Lancaster University.

EMPLOYMENT

Barista, Rhode Island Coffee, Burnley — September 2023 - January 2025

Undergraduate Teaching Assistant, University of Lancaster, Lancaster — October 2020 - July 2022

- Taught in the following modules: Digital Systems and Software Design.
- Provided one-on-one tutoring; technical assistance; coursework guidance and pastoral support.