JOSEPH MUMFORD
C++ Games Software Programmer

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🔗 froenzi.github.io
in linkedin.com/in/joseph-mumford-427b41233
🎧 github.com/Froenzi
bitbucket.org/MumfordJoe/workspace/projects

TECHNICAL SKILLS

Languages:	C++ (Primary), HLSL, C#.
APIs:	DirectX11, DirectX12, Vulkan, PlayStation 4 & PlayStation 5 SDKs
Software:	Visual Studio, SourceTree, Trello, Jira, GitHub Desktop, Unity Engine, PlayStation Development Tools
Management:	GitHub, Bitbucket

NON-TECHNICAL SKILLS

• Enjoys learning new skills,
• Willingness to adapt to new software and challenges.

INTERESTS

Turn-based role-playing games,
Science-fiction fantasy & space,
World history & history books,
Adaptive music systems,
Video game history,
Pixelated game art,
Cosmic and Lovecraftian horror

SUMMARY

Computer science graduate with experience in video game programming and software development.

I have previously worked with quality assurance teams and am familiar with the relationship these roles have with software development firms.
In addition to testing PlayStation 5 software during this time, I have also developed PlayStation 5 software as part of my Masters Degree at Sheffield Hallam University. This culminated in developing a PlayStation 5 game prototype that won the university's 2024 student showcase, as well as a spot as an exhibitor at Barclays Games Frenzy 2024.

EDUCATION

1ˢᵗ Class Honours
| Master in Computing (MComp)
Computer Science for Games

Relevant Modules

Programming 2D Games	(SFML)
Fundamentals of Computer Architecture	
Mathematics for Graphics	
3D Games Development	(DirectX11/12)
Mathematics for Modelling and Rendering	
Software-Hardware Optimisation Techniques	
Advanced Games Console Projects	(DirectX12 & PlayStation 4)
Artificial Intelligence in Games	
Effective C++ Programming	
Parallel Programming for Games	(Vulkan)
Graphics Programming Techniques	(DirectX12)
Individual Project / Masters Thesis	
Final Year Group Project*	(PlayStation 5)

Group Projects

2021 - Micro Marina, 2D Shoot 'em up	(Unity)
2022 - Wild Trance, 2D Platformer	(Unity)
2023 - Flip 'n Flop, Perspective-based Platformer	(DirectX12)
2024 - *Refraction, 3D Player vs. Player Arena Shooter	(PlayStation 5)

Sheffield Hallam University
📅 2020-2024   📍 Sheffield, South Yorkshire

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GCEs
| A Levels

Computer Science	*Grade B*
History (Warfare)	*Grade B*
Mathematics	*Grade C*

Hinchingbrooke School (Sixth Form)
📅 2018-2020   📍 Hinchingbrooke, Cambridgeshire

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OCR Cambridge National

Creative iMedia	*Level 1 Merit*
- Pre-production Skills	*Level 2 Merit*
- Creating a multipage website	*Level 1 Pass*
- Creating digital graphics	*Level 1 Pass*

🔗 *ocr.org.uk/qualifications/cambridge-nationals/*

BCS ECDL

I.T Application Skills, QCF	*Level 2 Distinction*

🔗 *bcs.org/get-qualified/certifications-for-professionals/*

GCSEs

Combined Science: Trilogy	*Grade A**
Mathematics	*Grade A*
History	*Grade A*
English Language	*Grade B*
English Literature	*Grade C*

Hinchingbrooke School (Secondary Education)
📅 2013-2018   📍 Hinchingbrooke, Cambridgeshire

WORK EXPERIENCE

FQA Software Tester (Functionality Quality Assurance)
Universally Speaking
📅 June-August 2022 & June-August 2023   🔗 Wyboston, Bedfordshire

- Performed end-to-end testing of developer builds of video game software across a variety of 8th and 9th generation platforms, including: *Windows (Steam), Xbox One X & S, Xbox Series X & S, PlayStation 4, PlayStation 4 Pro, PlayStation 5, and Nintendo Switch.*
- Participated in mass-usability (stress) testing of applications developed by industry professionals.
- Recorded, reported, and regressed software bugs and crashes using industry-level software.
- Practiced effective communication with other employees across multiple worksites to avoid duplicate reports; maintained clear formatting to deliver informative feedback data to clients.
- Employment is subject to a Confidentiality Agreement; no further details are available.

Trainee IT Support Technician
KTS Computers LTD
📅 July 2019   🔗 Saint Ives, Cambridgeshire

- Assisted with the repair of both personal and business computer hardware to solve software and hardware faults, ranging from basic to complex.
- Was given an overview of client ticketing and remote monitoring systems.
- Performed manual repairs of client systems, entailing the replacement and cleaning on hardware components.
- Gained an understanding of common system issues and how they relate to specific hardware components, as well as how client systems can be backed up and recovered.

AWARDS, EVENTS & ACHIEVEMENTS

GAME OVER 2024, "Best of Level 7 Group Projects" Winner
| End-of-Year Student Project Showcase
📅 10th May 2024   📍 Sheffield Hallam University

Our PlayStation 5 game prototype "Refraction" won the Level 7 Masters Student category after being judged by developers from the industry.

Barclays Games Frenzy 2024, Exhibitor
| Game Republic Student Exhibitor, Team JAR
📅 16th May 2024   📍 Barclays HQ, Canary Wharf
🔗 games.creative.barclays/games-frenzy-24/
🔗 gamerepublic.net/the-company/

Through presenting early footage of "Refraction" to Games Frenzy organisers, our team was invited to exhibit the game at Games Frenzy 2024; an industry networking event.
This was possible with support from Sheffield Hallam University and Game Republic, an industry networking company in the North of England.

Game Republic 2024, Exhibitor
| Game Republic Student Exhibitor, Team JAR
📅 6th June 2024   📍 Staffordshire University
🔗 tinyurl.com/4mryhm4b

I also presented "Refraction" at Game Republic's 2024 student showcase, hosted by Staffordshire University, and had the opportunity to speak to multiple industry professionals.