

Joshua Pritchard

<https://joshmakes.games/>

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Profile

Hi there. I'm Josh. I absolutely love making and playing games. So much so that about a decade ago I knew it was my dream to *make* the games I loved playing. Since then, I've dedicated myself to a Games Programming degree, led a development team on *Mira's Tale* (an original IP) and have become a passionate leader through *Drum Corps*.

My mission statement is simple: I want to develop games that people love playing; I want to do this in a passionate team that shares those beliefs, and eventually, I want to lead a similar team and play a key role in crafting these experiences.

Technical Skills

- Unreal
- Unity
- C++
- C#
- Perforce
- Git
- OpenCV
- DirectX
- OpenGL
- SQL
- Python
- Java
- Toggl
- Slack
- ClickUp
- MS Office
- 3DS Max
- Trello

Relevant Games Industry Experience

Trainee Game Developer Led technical development of *Mira's Tale*, including:
Canalside Studios Programming grapple mechanic in C++, Creating quest
September 2019 - Present & NPC system, Supporting blueprinting work, facilitating team usage of perforce, Performing team lead responsibilities, Driving marketing efforts, Updating website, Administration duties.

Education

University of Huddersfield September 2017 – July 2021

Computer Science with Games Programming
Projected First Class

Relevant Modules

- 87 – Canalside Studios Appraisal
- 82 – Team Project (Games)
- 83 – Computer Games Studio 2
- 98 – Computational Mathematics
- 93 – Algorithms, Processes & Data

Employment

Student Ambassador University of Huddersfield October 2017 - Present	Utilizing communication skills and personal knowledge to represent the University and school of computing and engineering on open days to inform and attract applicants. Delivering personalized, guided tours to groups.
Data Centre Specialist Iron Mountain August 2016 – August 2017	Validating and classifying scanned documents into usable pdf folder structures for end user usage. Performing complex spot repair on damaged pdf documents. Preparing, Scanning & QA-ing paper documents. Training new team members.
Crew Member McDonald's November 2014 – August 2016	Delivering gold standard customer service in high pressure, demanding environments. Part of a small, trusted team of restaurant closers, working to own initiative and filling every role required. Using leadership to co-ordinate pre-close tasks among groups of workers.

Hobbies and Interests

Outside of the obvious video games, I am an avid and accomplished percussionist. I started drumming when I was around 10, first on kit, then transitioning to snare for various drum corps. I used my McDonald's and Iron Mountain employment to fund a related dream, performing for two years with *Colts*, a drum corps competing in *Drum Corps International*, a 3 month travelling drum corps competition held from May to August each year. On my second and final year, I auditioned for and was chosen to be the snare line leader (8 members), with which I bolstered my communication and leadership skills. Of the two lifelong dreams I've had since youth (games and *DCI*), I am immensely proud of what I was able to accomplish.

Alongside this, I love cooking (and eating), cocktail mixing (and drinking), watching series and moves with my fiancée, board games, table top RPGs, travelling, walking and generally doing my best to experience all that life has to offer, in the short time we get.

References available upon request.