# Joshua Pritchard

https://joshmakes.games

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## Profile

Hi there, I'm Josh - I absolutely love 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* and *Big Bad Bunnies From Another Dimension* (both award winning projects), become a passionate leader through *Drum Corps*, and got my start in the industry with *Bulkhead Interactive*.

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

- C++ & Unreal
- SVN/Perforce/Git
- C# & Unity
- OpenCV
- DirectX/OpenGL
- SQL + Python/Java
- Toggl
- Slack/Discord
- ClickUp/H+P/etc.

## Relevant Games Industry Experience

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| **Trainee Game Developer**<br>**Canalside Studios**<br>**Sept 2019 - Sept 2020 FT**<br>**Sept 2020 - Present PT** | Led technical development of *Mira's Tale*, including programming grapple mechanic in C++; Creating quest & NPC system; Supporting Blueprint Work; Administrating perforce; Team lead responsibilities; Marketing & awareness. |
| **Junior Programmer**<br>**Bulkhead Interactive**<br>**May 2021 - Present** | Developed prototype for *PROMOD*; Fixing complex bugs in large codebase; Working directly with lead designers to create & tweak features; Taking ownership of developed features; Assisting colleagues where possible; Designing features in a designer friendly way. |

## Education

**University of Huddersfield**: Computer Science with Games Programming (BSc) - 1st

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| **Relevant Modules:** | 84 – Team Project (Games, Final Year) |
| | 87 – Canalside Studios Appraisal |
| | 82 – Team Project (Games, Second Year) |
| | 98 – Computational Mathematics |
| | 93 – Algorithms, Processes & Data |

## Other Employment

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| **Student Ambassador**<br>**University of Huddersfield**<br>**Oct 2017 – Oct 2019** | Representing school of computing & engineering on open days. Utilizing interpersonal skills to inform and attract applicants. Delivering personalized, guided tours to groups. |
| **Data Centre Specialist**<br>**Iron Mountain**<br>**Aug 2016 – Aug 2017** | Performing all aspects of large scale physical file conversion to digital. Training new team members. |
| **Crew Member**<br>**McDonalds**<br>**Nov 2014 – Aug 2016** | Delivering gold standard service in high pressure environments. Part of a small, trusted team of restaurant "closers", tasked with overseeing all aspects of the restaurant throughout a close. |

## 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 a number of drum corps. I used my employment from 2014 - 2017 to fund a dream: performing for two years with *The Colts*, a world class drum corps competing in *Drum Corps International*, a 3 month nationwide USA travelling drum corps league held from May to August each year. On my second and final year (members "age-out" at 21), I auditioned for and was chosen to be the snare line leader (of 8 total members), with which I bolstered my communication and leadership skills. Of the two lifelong dreams I have had (working in games, and *DCI*), I am immensely proud of what I have been able to accomplish, given that >99% of drum corps participants live in the USA.

Alongside this, I love cooking (and eating), cocktail mixing (and drinking), watching series and movies 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.