JOSEPH HIGGINS

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Professional Profile

I'm an aspiring Game Developer with a constant passion to learn and thus improve myself to achieve the best possible outcomes of every situation. Having worked in multiple groups to create vast and interesting video games along with working with a Waitrose's replenishment team and Asda customer service team, I have developed wonderful team working and communication skills that allow me to fulfil any role required to get the job done. I often spend my spare time working on side projects including interactive web sites, games and programming concepts to vastly increase my knowledge in my field of study.

Recent Personal Projects

Not Garry's Mod

In my spare time, I've been working on a prototype called "Not Garry's Mod" (NGM for short). This is to be a multiplayer sandbox where players can work on Models/Materials/Scripts in real time with other players, in a virtual environment. It's being built using C++ with OpenGL and SFML as an interface. My main goal is to advance my knowledge of C++ and OpenGL, working at a low level to further my programming techniques and also develop a greater understanding of the underlying technologies that modern games are built upon. Furthermore, the prototype itself will facilitate rapid development of game concepts for testing, to realise their true potential and feasibility. This is currently in its early stages.

Mechanic Panic

Alongside my university course, I worked with 2 fellow students on a game called Mechanic Panic. This game has been to a few game conventions including EGX, EGZ Rezzed, and Rapture Festival. It's also had appearances in numerous news outlets based in Northampton. The game itself is a co-op-based couch game, designed for all ages. As a team of 1 to 4 players you must race against the clock to repair and replace car parts, paint body work, and prepare vehicles for their test drive so they can be returned to their customers. The game is designed to be as frustrating as possible if the players don't work together, putting friendships to the test. And is inspired by Overcooked.

For more information, visit MechanicPanic.co.uk.

Employment History

QA Tester, Rockstar Lincoln (July 2018 – Present)
- While working at R* Lincoln, I've picked up invaluable techniques around the workflow of a Triple A title, which I am constantly developing, to make sure I am as productive as I can be on projects I work on.
- I've learnt how invaluable team work and communication is, and furthered my skills as such, to ensure work is completed efficiently and to a high standard.
- Working at a Rockstar studio has given me invaluable experience in the industry that I wouldn't have achieved on any of my own projects, providing me with an understanding of the processes involved in developing large, detailed video games.

Checkouts, Asda, (October 2017 – Present)
- Working at Asda I fulfilled a variety of roles and was under constant pressure to satisfy numerous customers' needs and ensuring the same high quality of service expected of me.
- I had to constantly adapt to situations, responding accordingly to ensure the positive outcomes of problems occurring with customers throughout the store.

Replenishment, Waitrose, (June 2016 – August 2016)
- Working at Waitrose I was responsible for ensuring shelves were always stocked for customers which required forethought and adapting to the situation at hand to ensure that goal was met.
- Working as a team member was crucial for keeping on top the work load, which wouldn't have been possible otherwise.

Additional Skills

Programming Languages
- C++ - 3 Years
- C# - 5 Years
- Java - 3 Years
- JavaScript - 4 Years
- MSQL/MySQL/SQLite - 4 Years
- PHP - 3 Years
- HTML/CSS - 5 Years
- Lua - 6 Years
- Python - 4 Years

Software
- Eclipse - 3 Years
- Visual Studio - 5 Years
- Unity - 4 Years
- Unreal Engine - 2 Years
- Git/GitHub/GitKraken - 3 Years
- Perforce – 6 Months

Other
- ABRSM Grade 3 Jazz Alto Sax & Theory (2011)
- KS5 Award for Computer Science (2015)
- UoN Computing Society Coding Challenge 2016 Award of Excellence
- UoN Computing Society Programming Challenge 2018 Award of Excellence

Education History

BSc (Hons) Computer Games Development - 1:1 (First)
University of Northampton (Sep 2015 - June 2018)
- Year 1 – (A+, A+, A, A, A, B+)
- Year 2 – (A+, A+, A, A, B+, B)
- Year 3 – (A+, A+, A-, A-, B)

A Levels (Sep 2013 – June 2015), Wilmslow High School
- Computing - B
- Mathematics - B
- Biology - D

GCSEs (Sep 2011 – June 2013), Wilmslow High School
- Mathematics – A
- Biology – B
- Physics – B
- Systems & Control – B
- English Lang – C
- English Lit – C
- Chemistry – C
- Music – D
- Religious Studies - B