

JOE BEVIS – GAME DEVELOPER

Website: <https://joe-bevis.dev/>

Based in Cambridge, United Kingdom

I am a graduate game developer who studied at Birmingham City University. Fanatical about gaming, I believe that video games can make the world a better place by bringing people together and putting a smile on their faces.

I have published over fifteen small projects using various game engines and frameworks including the most up-to-date *Unity* and *Unreal Engine* releases. I can effectively use powerful tools in conjunction with high-level programming to create fun gameplay mechanics and unique experiences.

I would quickly integrate into any development team, with a positive can-do attitude that I have demonstrated in two university group projects and five game-jams. I thrive when surrounded by enthusiastic and talented people, constantly looking to improve my technical skills and make the best games possible.

WORK EXPERIENCE

FEBRUARY 2021 – JULY 2021

QA FUNCTIONALITY TESTER, FRONTIER DEVELOPMENTS PLC

I was part of the *Elite Dangerous: Odyssey* team up to release, meticulously reporting bugs on JIRA while helping oversee new reports coming in from the customer support system.

EDUCATION

SEPTEMBER 2021 – SEPTEMBER 2023

BSC VIDEO GAME DEVELOPMENT, BIRMINGHAM CITY UNIVERSITY

I have completed each game project assignment to a consistently high standard, achieving a first.

OCTOBER 2019 – DECEMBER 2020

GENERAL ENGINEERING, UNIVERSITY OF DURHAM

I achieved strong results in my first year and gained valuable software development experience. During my second year, I decided to change direction to pursue a career in game development.

JUNE 2019

A-LEVELS, HILLS ROAD SIXTH FORM COLLEGE

A* grades in Mathematics, Further Mathematics, Physics and Chemistry. I also achieved an A* in my Extended Project Qualification.

JUNE 2017

GCSEs, IMPINGTON VILLAGE COLLEGE

I achieved A*s or 9s in all eleven subjects including English, Mathematics, Further Mathematics (FSMQ) and Computer Science.

TECHNICAL SKILLS

| Technical skill | My best project(s) made using the skill |
|---------------------------|--|
| Unity Engine (& C#) | <i>Spartan Sprint; Flick Fighters</i> |
| C# programming & Monogame | <i>Amonkhet Tile Puzzles</i> |
| Unreal Engine (& C++) | <i>Dungeon Heroes; Temporal Tether Tennis</i> |
| C++ programming & SDL | <i>Extractonaut</i> |
| Javascript programming | <i>Blast-A-Block; my website</i> |
| LUA in PICO-8 | <i>10-Seconds, 9-Lives</i> |

Listed projects can be viewed here: <https://icebev.itch.io/>

NOTABLE ACHIEVEMENTS

FEBRUARY 2023

SEARCH FOR A STAR, COMPETITION FINALIST

I successfully adapted a base *C++ Unreal Engine 5* project into a finished and playable *Swingball* simulation game. I deciphered uncommented code and proved that I can work with code written by other game developers.

MAY 2021

COLLABORATIVE PROJECT LEADER, HUMAN: FALL FLAT (STEAM WORKSHOP)

As project lead, I coordinated and published a *Steam* workshop level made by eight talented creators from across the world. I developed a unique paraglider mechanic and together we created a dreamscape that has been enjoyed by over 10,000 players to date.

HOBBIES AND INTERESTS

I have a personal *Steam* library of over five-hundred games. My favourites include *Elite Dangerous*, *Deep Rock Galactic* and *Human: Fall Flat*. I often marvel at the ingenuity behind a game's mechanics and think about how they were implemented.

I enjoy listening to game soundtracks and relaxing to Lo-Fi beats. I like to compose electronic music for my games.

I have a *Playdate* handheld console: a post-it note sized bright yellow device with a crank and a one-bit screen. I am learning how to make games for it using its custom LUA SDK.

Outside the digital space, I frequently go rock climbing and bouldering for exercise. I also enjoy *D&D* and facing off against my friends in *Magic: The Gathering*.