

Joshua Hodgetts

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Professional Summary

Game Programmer specializing in Unreal Engine 5 and C++ development with 2 years of experience working with small teams contributing to multiple projects involving AI systems, VR mechanics, and optimisations. Passionate for creating immersive Physics-driven gameplay systems and VR development. Skilled at writing clean, modular code and building systems that help designers and artists to work efficiently. Dedicated to delivering polished gameplay experiences across VR and PC projects.

Skills

- Teamwork
- Conflict Resolution
- Optimisation
- VR Development
- Physics-Based Systems
- Unreal Engine 5
- C++, C#, Lua, Python
- Perforce
- Github
- Visual Studio

Education

Advanced Diploma of Professional Game Development (Game Programming)

Academy of Interactive Entertainment (AIE) – 2025

Diploma of Screen and Media (Game Design and Programming Skills)

Academy of Interactive Entertainment (AIE) – 2024

Diploma of Information Technology (Game Programming)

Academy of Interactive Entertainment (AIE) – 2024

Certifications

Multiplayer Virtual Reality (VR) Development with Unity — Udemy
(IRONHEAD Games) – 2024