

Josh Moten

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EXPERIENCE

Wicked Witch, Melbourne— Programmer II

MAY 2021 - PRESENT

My responsibilities at Wicked Witch include tool development, performance profiling, optimisation, debugging, testing, general development and assisting other programmers.

Kiwiforge — Programmer

NOV 2020 - JULY 2021

My responsibilities at Kiwiforge included work on their commercial Steam game 'Jumps', where I developed a level editor with Steam workshop support, as well as solely developed the Nintendo Switch edition.

Reading Cinemas, Waurm Ponds— Cinema Worker

NOV 2017 - MAY 2021

My responsibilities at Reading includes; maintaining cinemas, operating a POS cash register, cooking/serving food and drink, coordinating with team members and communicating with customers.

CERTIFICATES

Advanced Diploma of Professional Game Development (2020)

Responsible Service of Alcohol (2019)

EDUCATION

Academy of Interactive Entertainment, Melbourne— Advanced Diploma of Professional Game Development

JAN 2020 - DEC 2020

Academy of Interactive Entertainment, Melbourne— Diploma of Digital and Interactive Games

JAN 2019 - DEC 2019

REFERENCES

Available upon request

SKILLS

5+ Years of experience with C#.

4+ Years of experience with C++.

Experience with a variety of game engines and programming languages.

Confident Communicator.

VOLUNTEER

AIE Student Representative (2019-2020)

Actively contribute to events such as; Open Days, VCE Careers Expo, Hosted Game Jams.

Matthew Flinders Girls Secondary College (2019)

Spent the day fixing technical issues across two campuses. Issues included; outdated software, broken projectors, faulty telephones, improperly configured WAP's.

National Tree Day (2019)

Spent the day planting trees along Princes Highway.

Clean Up Australia Day (2019, 2021)

Collected rubbish around St Luke's Church with the Clean Up Australia group.