

JOSHUA ELLIS – LEVEL/TECHNICAL DESIGNER

PERSONAL SUMMARY

I'm a highly passionate developer with a first-class degree in Computer Science for Games. During University I built the brand Arkode Games, developing a voxel-based sandbox game featuring a custom level editor and AI tools. This experience helped grow a broad skillset.

In my spare time, I have built over 25 levels for an Arma 3 play group of 20 concurrent players, with each week's map typically containing hundreds of hand placed assets, including some scripted events, sound queues and musical accompaniments.

I have now taken the plunge to pursue level design professionally, and so have picked up several ambitious projects to fully develop my skills. My main speciality is in modular asset blockouts as seen by my Singleplayer FPS level recreation, and my approach to developing an open world island for the mod team "Chokepoint Games".

EMPLOYMENT

(July 2021 – May 2022) Documentation & Deployment Engineer – Imagination Technologies

- Wrote/edited graphics technique articles, training materials, and documentation
- Managed social media pages and the documentation website
- Migrated entire content library source to Markdown and GitHub
- Improved and automated the documentation website build pipeline

(Sept 2018 - May 2021) Student Mentor – Sheffield Hallam University

- Mentored and supported over 60 games students
- Hosted one-to-one sessions and group events for games students

(Sept - Dec 2019) JD Sports Customer Service Representative – Ant Marketing

- Handled queries, refunds, and complaints

(May - June 2018/2019) Clerical Checker/ILMC – Pearson

- Performed clerical checks/data processing for exam papers

QUALIFICATIONS

(2017 - 2021) Sheffield Hallam University

- BSc. Computer Science for Games (1st)

(2014 - 2016) Brighton Hove & Sussex Sixth Form College

- Information & Communications Technology (C)
- Computing (D)
- Information Technology (Distinction)

(2009 - 2014) Blatchington Mill Secondary School

GCSEs (8 A* - C):

- Computing (A*), Mathematics (B), Science (A), and English (B)

HOBBIES

With my degree, a love for games is a given, with co-op and creative games being my favourite. I have a wide range of other interests; from reading and running to crafts and woodworking. I also enjoy unwinding with friends over a board game or card game, as well as good old-fashioned movie nights.

PORTFOLIO

<https://arkodegames.com/portfolio/>

CONTACT INFORMATION

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TECHNICAL SKILLS

GAME ENGINES + LEVEL EDITORS

I grew up with Halo's Forge and custom games, progressing onto Valve's Hammer Editor, Unity, and UE4.

My IsoEngine project was built in UE4, for which I built my own map editor.

I currently use a mix of Arma 3's Eden Editor and Arma Reforger's much more modern toolset for map practice as it allows instant gameplay testing.

DESIGNER TOOLS

My asset implementation tools for IsoEngine were built in UE4's visual scripting language "blueprints", and then later a database style set of datatables.

For my Project Shipyard mod, I have become proficient with Blender and 3D modelling/importing practices.

C++/HLSL/DIRECTX

IsoEngine's systems and gameplay are written in C++, featuring a voxel engine, A* pathing system, and map editor. I've also built a basic DirectX11 engine from scratch (later having used bits of DX12).

As a documentation engineer, I was frequently exposed to low-level graphics concepts and techniques.

PLANNING AND MANAGEMENT

During my time at university, I often led teams and projects. For my Placement year I was self-employed and developed strong organisational skills and am proficient with Jira, Git, Perforce and various UML builders.