



JOSHUA SHELLEY-SAK

Bachelor of Science



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ABOUT ME

I am a highly adaptable and motivated individual with a positive approach to everything I do. I work well in a team as I am easy to talk to, confident and try my best to give valid ideas for whatever task is thrown my way. In general, I am a very calm and relaxed person, this comes in handy when under pressure as I'm able to stay patient and support those in need. I enjoy challenging myself to learn new things as often as I can. I assure you I have a dedicated attitude for working and dedicating my time to help the working environment as best as I can.

OBJECTIVE

I am looking to develop my professional career within the Games Industry as a Technical Audio Designer and put to use my past 4 years of University Experience. I would like the opportunity to prove my value within the games industry as I believe my background of both technical and creative skills gives me an edge on my competitors.

EDUCATION

BSc (Hons) Computer Games Programming (1st)

University of Gloucestershire

2018-2022

A Levels / Arthur Terry Sixth Form

A: Art (B) Mathematics (B) Physics (C)

AS: Product Design (C)

2016-2018

SELECTED PROJECTS

Kurat (Multiplayer Roguelike) Technical Sound Designer, VFX

☑ Best University project & nominated for TIGA award.

Inspired by Estonian mythology, real-time action roguelike.

Created and implemented all sound and music assets into Unity 3D.

Implemented dynamic weather and sound ambience with FMOD.

Galactic Planet Panic (Rhythm Roguelike) Technical Sound Designer, VFX

2D/3D, pixel art, action-rhythm roguelike developed in Unity 3D.

Composed multiple soundtracks in Ableton Live - 8bit inspired.

VR Bartending Simulator (Solo Project) Programmer, Technical Artist

Virtual Reality Simulator in Unity 3D, with interactive liquid shaders.

Achieved 90/100 for a University Module.

WORK EXPERIENCE

Food & Beverage Assistant

Bowden Hall, Gloucester

Oct 2022 - Present

Freelance Photographer

Business Events - Family Portraits - Real Estate - Weddings

Perfocal

Nov 2021 - Present

Bartender

The Botanist, Cheltenham

Nov 2019 - 2022

Placement (Self-directed)

3 Person Team

Developing 'Galactic Planet Panic', Cheltenham

Nov 2020 - 2021

SKILLS

- | | | | |
|------------------|--------------|--------------------|--------------|
| • Ableton Live | (Proficient) | • Unicycling | (Proficient) |
| • Adobe Suite | (Proficient) | • 3DS Max, Blender | (Moderate) |
| • C# | (Proficient) | • C++ | (Moderate) |
| • FMOD | (Proficient) | • Piano, Drums | (Moderate) |
| • Playing Guitar | (Proficient) | • Python 3 | (Moderate) |
| • Source Control | (Proficient) | • Unreal Engine | (Moderate) |
| • Unity Engine | (Proficient) | • Wwise | (Basics) |
| • Visual Studio | (Proficient) | • Reaper | (Basics) |

INTERESTS

- Staying active through long boarding, bouldering and working out.
- Finding new music and exploring different instruments.
- Experimenting in the kitchen with various cuisines.
- Learning unusual things, such as: slacklining & unicycling.
- Drawing, designing and 3D modelling, both personal and commission work.
- Photography, preferably street, portrait and live music.
- Learning new languages: becoming more proficient in Turkish.