

Joshua Elder

Graduate Gameplay Programmer

Personal details

-  Joshua Elder
-  joshelder0123@gmail.com
-  Blaydon, England
-  joshelder.co.uk
-  linkedin.com/in/joshua-owen-elder
-  github.com/SpookyJoshua

Skills

- C#
- Unity
- Object-Oriented Programming
- Git & GitHub
- REST API Integration
- Visual Studio

Languages

- English

Interests

- Video gaming
- Problem solving
- Watching films
- Coding challenges

Profile

Graduate Gameplay Programmer with a strong foundation in C#, Unity, and object-oriented programming. Experienced in building modular gameplay systems, player-facing mechanics, real-time input systems, and API-driven features. Passionate about creating responsive, polished gameplay experiences and solving technical design challenges.

Education

- BSc (Hons) Computer Games Programming**

Northumbria University

Second Class Honours (Upper Division) (2:1) (2026)

Sep 2025 - Jun 2026
- Higher National Diploma, Games Production**

Gateshead College

Merit (2025)

Sep 2024 - Jun 2025
- Higher National Certificate, Games Production**

Gateshead College

Merit (2024)

Sep 2023 - Jun 2024

Employment

- Cinema Host**

ODEON Cinemas Group, Gateshead

- Delivered excellent customer service in a fast-paced environment.
 - Worked collaboratively to maintain high operational standards.

Jul 2025 - Present
- Steward**

Showsec, Newcastle Upon Tyne

- Worked safely at large public events.
 - Developed communication and decision-making skills under pressure.

May 2024 - Sep 2025

Projects

- Pulse//Deadline**

Level 6 Computing Project

- Integrated live heart rate data using ANT+ and Pulsoid.
 - Developed modular gameplay systems in Unity using C#.
 - Implemented gameplay mechanics driven by real-time physiological data.

Sep 2025 - Jun 2026
- Overruled Ascendence**

HND Group Project

- Integrated third-party APIs into Unity.
 - Developed custom shaders to enhance rendering and visual effects.
 - Collaborated within a multidisciplinary development team.

Sep 2024 - Jun 2025
- Aria's Canvas**

HNC Game Project

- Developed custom post-processing effects in Unity.
 - Implemented interactive gameplay systems using C#.
 - Designed and delivered a fully playable prototype.

Sep 2023 - Jun 2024