

Joseph Ward

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Portfolio: <https://josephward-portfolio.netlify.app/>

Personal Profile

Motivated aspiring game developer with hands-on experience creating gameplay systems and interactive experiences in Unreal Engine 5 using Blueprint scripting. Completed my Level 3 Games Development qualification with a Distinction, while continuing to expand my technical skills through independently developed portfolio projects. Seeking an opportunity to begin my career in the games industry within QA, game testing, technical support or junior development.

Core Strengths

- Unreal Engine 5
- Blueprint Scripting
- Gameplay Mechanics
- QA Testing & Debugging
- Technical Troubleshooting
- Environment Design
- Teamwork & Communication
- UI Systems
- AI Behavior & Gameplay Logic
- Gameplay Systems Development
- Maya & Substance Painter

Portfolio Projects

Tactical Trials – Unreal Engine 5 – *Available to download/view on portfolio*

An original third-person tactical shooter developed independently in Unreal Engine 5 using Blueprint scripting. The first playable trial is a timed warehouse challenge where players clear a training facility of static and moving targets while racing against the clock for a place on the leaderboard. The environment has been carefully designed with atmospheric lighting, ambient audio, interactive sound effects including different footstep sounds across surfaces such as concrete and puddles, weapon audio, visual effects and randomised target death sounds to create an immersive experience. Gameplay features include assault rifle and sidearm pistol gameplay, ADS mechanics, reload animations, health and ammo pickups, laser aiming, UI and leaderboard systems, gameplay balancing, debugging and continual iteration.

Version 2 (currently in development) will introduce a fully playable sniper rifle, along with a second level featuring intelligent enemy AI, including patrols, player detection, cover behaviour, and tactical combat. These features will be available in the next portfolio update.

Eruption Escape – Unreal Engine 5 – *Available to download/view on portfolio*

3D volcanic platformer developed as part of my Level 3 Game Design & Development course. Features include sprinting, crouching, sliding, double jump mechanics, moving platforms, environmental hazards, checkpoints, countdown timer, leaderboard system, Blueprint scripting, and polished gameplay focused on escaping an active volcanic eruption before it's too late.

Technical Experience

- Designed, developed and iterated two Unreal Engine 5 portfolio projects from concept to playable builds using Blueprint scripting.
- Designed and implemented gameplay systems including player movement, weapon mechanics, ADS, reload systems, timers, checkpoints, pickups, UI, save functionality and leaderboards.
- Created immersive game environments using dynamic lighting, ambient audio, surface-based footstep sounds, visual effects and environmental storytelling to enhance player experience.
- Developed multiple weapon systems including assault rifle, pistol and sniper mechanics, with ongoing gameplay balancing and feature iteration.
- Developed AI behaviours including player detection, patrol routes, cover systems, combat and reload logic using Unreal Engine Blueprints.
- Performed extensive gameplay testing, debugging and optimisation, identifying and resolving issues throughout development while continuously refining mechanics based on testing.
- Produced game-ready assets and environments using Unreal Engine 5, Maya, Substance Painter and Photoshop.

Education

Level 3 Diploma – Games Development — Distinction (2026)

Additional Qualifications

- Functional Skills English – Level 2 (2014)

- Functional Skills Mathematics – Level 2 (2013)
- OCR Level 2 National Award in ICT
- Advanced Apprenticeship in Playwork (2014)
- ASDAN Level 2 Certificate in Personal Effectiveness

Additional Experience

Prem Civils – Site Labourer / Banksman

Veolia – Recycling Operative

Associated Bonded Cables / COMBILIFT – Electrical Assembly Operative

BT – Emergency Operator / Live Chat Assistant

IGT (International Game Technology) – IT Bench Test Technician / PC Repair Assembly Operative
September 2023 – May 2024

- Diagnosed and repaired gaming terminals and PC hardware.
- Carried out hardware testing, fault finding and quality assurance.
- Used technical documentation, schematics and diagnostic equipment.
- Ensured repaired units met quality standards before release.
- Worked efficiently within production deadlines while maintaining accuracy.