

JOSEPH WARD

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Portfolio: josephward-portfolio.netlify.app

JUNIOR UNREAL ENGINE DEVELOPER

Entry-level Unreal Engine developer with hands-on experience designing, prototyping and iterating gameplay systems in Unreal Engine 5 using Blueprint visual scripting. I have completed a Level 3 Diploma in Games Development with a Distinction and developed independent projects from concept through to playable builds. My practical experience covers gameplay systems, player interaction, weapons, AI, UI, environments, debugging, testing and performance optimisation.

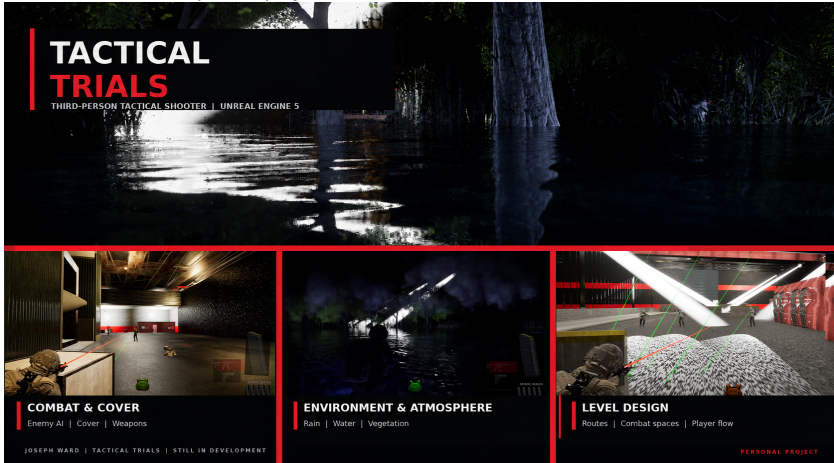
CORE TECHNICAL SKILLS

Unreal Engine 5	Blueprint Visual Scripting	Gameplay Systems
Rapid Prototyping	Debugging & Troubleshooting	Gameplay Testing
AI Behaviour & Combat	Player Interaction	UI Systems
Level & Environment Design	Performance Optimisation	Maya / Substance Painter

TACTICAL TRIALS — UNREAL ENGINE 5



Tactical Trials gameplay screenshot
Third-person player, water environment and current HUD/UI.



Tactical Trials project snapshot
Combat, environment and level design.

- Independently developed a third-person tactical shooter from prototype through repeated testing and iteration.
- Developed a second level with enemy AI featuring patrols, player detection, cover behaviour, combat and reload logic.
- Used structured debugging and optimisation to investigate unexpected behaviour, isolate Blueprint issues and verify fixes.
- Implemented assault rifle, pistol and sniper gameplay, including ADS, reloads, ammunition, laser aiming, weapon switching and firing.
- Built health, armour and ammo pickups, UI, save/leaderboard systems, environmental audio, water effects and visual effects.

ERUPTION ESCAPE — UNREAL ENGINE 5

- Developed as part of the Level 3 Games Development course, taking the project from design through to a playable build.
- Implemented sprinting, crouching, sliding, double jump, moving platforms, environmental hazards, checkpoints, countdown timers and leaderboard functionality.
- Used Blueprint scripting, gameplay testing and iteration to refine mechanics and improve the player experience.

TECHNICAL DEVELOPMENT EXPERIENCE

- Designed, developed and iterated two Unreal Engine 5 projects from concept to playable builds using Blueprint visual scripting.
- Prototyped gameplay systems including player movement, weapons, ADS, reloads, timers, checkpoints, pickups, UI, save functionality and leaderboards.
- Developed AI systems including player detection, patrol routes, cover, combat and enemy reload behaviour.
- Performed extensive testing, debugging and optimisation throughout development, investigating causes and verifying changes.
- Created game-ready assets and environments using Unreal Engine 5, Maya, Substance Painter and Photoshop.

PROFESSIONAL EXPERIENCE

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 before repaired units were released.
- Used technical documentation, schematics and diagnostic equipment to investigate faults and complete repairs.
- Worked accurately within production deadlines while maintaining quality standards.

Associated Bonded Cables / COMBILIFT — Electrical Assembly Operative

- Worked from technical drawings and instructions to assemble electrical components.
- Carried out quality inspections and testing while maintaining accuracy and attention to detail.

Prem Civils — Site Labourer / Banksman

Veolia — Recycling Operative

BT — Emergency Operator / Live Chat Assistant

EDUCATION

Level 3 Diploma — Games Development — Distinction (2026)

Liverpool Community College

- Functional Skills English — Level 2
- Functional Skills Mathematics — Level 2
- OCR Level 2 National Award in ICT
- Advanced Apprenticeship in Playwork

WHAT I CAN BRING TO NO GHOST

My strongest match for this role is the practical Unreal development work I have been doing independently: rapidly building gameplay ideas, turning them into working Blueprint systems, testing them in-game, debugging problems and continuing to iterate. Tactical Trials has given me experience building interconnected gameplay features rather than isolated prototypes, including weapons, AI, interaction, UI and environmental systems.

I have not claimed C++ or Helix Core/Perforce experience because my current Unreal development has been Blueprint-focused. I am looking to build on that foundation in a professional development team and continue expanding my technical Unreal skills.

ADDITIONAL INFORMATION

- Portfolio: josephward-portfolio.netlify.app
- Actively developing Tactical Trials and documenting progress and development work on LinkedIn.
- Available for junior Unreal Engine / gameplay development opportunities and fixed-term contracts.