Joel Herber
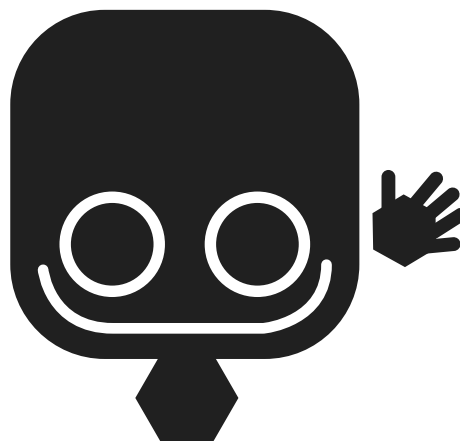
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- @madhotdog
- London

Employment

Plug-In Media, July 2013 - September 2016
Game Developer, 2013 - 2015
Lead Developer, 2015 - 2016

- Leading the Unity department to release 7 of the company's biggest titles to date.
- Working with our Technical Director to plan all upcoming Unity projects, including technical feasibility, architecture and estimates.
- Working with our Creative Director to forge new game ideas and develop concepts.
- Managing our development team, spanning multiple projects on various platforms.
- Personally leading VR research and development.
- Implemented our own automated build system and moved the company from SVN to Git.
- Working with a variety of technologies including Unity, HTML5, Objective-C and Java.
- Ensuring the pipeline between dev and art runs smoothly.

Crunch Accounting (crunch.co.uk), July 2012 - June 2013
Junior Developer & Technical Support Engineer

- Working as part of a team to help maintain web applications and working independently on new features and projects.
- Working on a large scale project (2,000,000+ line of code).
- Helping to provide support for clients.
- Identifying and resolving bugs in the existing code base.

Nevin Games (Self Employed), December 2011 - November 2012
Programmer

- After receiving my degree, I used my time to develop and hone my skills in game programming through learning a new language. My main goal was to progress this into developing a new game — which eventually became an app called 'Super Jump Golf' developed in Objective-C with OpenGL ES and Cocos2D

Durrington High School, June 2011
IT Teaching Assistant

- Working through the STEM ambassador scheme to raise interest in University computing degrees.
- Teaching lessons on web design and game programming principles using Unity.
- Working alongside children with learning disabilities.

Don't Lose the Music Campaign, 2010 — 2011
Communications Officer

- Volunteer for the 'Action on Hearing Loss' (formerly the RNID), to raise awareness of noise induced hearing loss in young adults.
- Working alongside a team to develop an effective communications strategy, maintaining
- an internet presence on student networking sites and within student media.

Technical Knowledge

Languages
- Unity, Unreal, Phaser and Cocos2D
- Objective C, C++, C#, Java, Bash, php
- Git, OpenGL, OpenGL ES

Development Environments
- Monodevelop, MS Visual Studio, Eclipse, Xcode

Operating systems
- Windows, OSX, Linux

For more examples of my work, please visit www.joelherber.com/projects

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Education

University of Brighton, East Sussex
2008-2011
BSc (Hons) Computer Science (Games) – (2:1)

Modules Studied
- Programming, Database Design, Requirements Analysis, Web Design, Human Computer Interaction, Internet Computing, Professional Practice, Computing in Context, Mathematics, Maintaining Computer Systems, Games Development, 3-D Graphics and Animation, Object-oriented Design and Implementation, Formal Specification and Reasoning, Computer Systems Architecture, Intelligent Systems, Client Server Technologies, Computer Graphics Algorithms, Real-time Systems and Concurrency, Emerging Technologies, AI.

Projects
- Creating client server parallel systems in Java. Game Development in C++ with OpenGL.
- Creating AI systems using Prolog. An implementation of Butterfly subdivision in C++.
- Developing physics based games using Unity.

Chingford Foundation School, Chingford, London
2000-2007

A Levels:
- Computing - B
- Physics - C
- Product Design - D

GCSE's:
- 10 A* - C. Subjects included Electronics, Maths, Science and Media

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Personal Interests

- I recently gave a talk to a Year 3 class about games and working in STEM subjects.
- I am a regular at the Brighton Indie meet-ups and very much enjoyed participating in the recent Global Game Jam, where my game was featured on the Unity blog.
- I spend most of my spare time creating and working on my own games and currently have two concepts in production that I am collaborating on with various artists. More details can be seen on my website.
- I enjoy keeping fit and have a passion for scuba diving. I was on the University ski-team and recently completed my first off-road 10k.

References available upon request.