Joshua Nakhoul

Games Programming & QA

Joshua Nakhoul
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Skills

Game Engines and Software
- Unity 3D/2D
- Unreal Engine 4
- Visual Studio
- XCode

Version Control
- Git/repository management
- Sourcetree/Smartgit

Related Development Skills
- Version Deployment (App Store Connect)
- VR Development (*SteamVR*)
- Mobile Development (*Android/iOS*)
- Microsoft Azure Cloud/Azure FaceAPI

Project Management Tools
- Trello
- Asana
- Slack
- JIRA

Languages
- C#
- C++
- Python

Methods
- Agile/Scrum
- Rapid Prototyping
- Waterfall

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Experience

SMG Studio / Quality Assurance Tester
June 2020 - Present, Ultimo
I started as a junior QA at SMG studio before taking on a lead role in handling many production processes. These included customer support, versioning/repository management, collaborating/organising external testing (both national and international), as well as my core role responsibilities in testing and iterating on existing and new projects.

EB Games / Sales Associate
November 2017 - June 2021, Chullora
As a sales associate, I helped customers choose between games, consoles and merchandise to purchase, highlighting the key features and selling points of each. Also in my role, I kept the store clean and tidy through merchandising and managed the receiving and delivery of stock.

Peach Ridge Project / Programmer
January 2017 - December 2018, Sydney
Peach Ridge is a mobile game developed in Unreal Engine 4. The player explores a fictional area of the Great Barrier Reef to log the species of fish and coral present and to clear litter.

"Did You Ask the River?" / Programmer

November 2018 - February 2019, Sydney

Created in Unity, and directed by Joan Ross. I collaborated closely with Josh Harle of Tactical Space Lab to produce this project, which puts you in the body of a colonial Australian woman. You can explore the space by interacting (or not interacting) with objects in the scene that then ruins the native landscape. This piece was presented at both ACMI Melbourne and Carriageworks Sydney.

"Hierarchy" / Programmer

November 2018 - February 2019, Sydney

Created in Unity, and directed by artist Abdul Abdullah. It functions with live cameras pointing directly at the viewer. Displayed on screen is assumed information about the viewer, including their age and gender. This information is accurately generated by Microsoft Azure's FaceAPI service and includes other flavour text to encapsulate the metaphor to society today.

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Education

SAE Institute Sydney / Bachelor of Games Development

January 2017 - December 2018, Sydney

In this degree, I learned to participate in multidisciplinary teams and produced programming content on a regular schedule using the Scrum framework.

St. Mary's Cathedral College / HSC

February 2011 - October 2016, Sydney

I completed my HSC in 2016 doing English, Mathematics, Business Studies, Information Processes Technology and Physics.

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Awards

I earned the 2019 SAE Creative Achievement Award for best major work. For more information about the major work, see Peach Ridge in my portfolio.