

Joshua D'Abreu

99 Bluebell way, Carterton, Oxfordshire, OX18 1LA

Mobile phone: 07871 409016

Email: joshuadabreu@hotmail.com

[Game Development Website](#)

About me:

I am a well-mannered, reliable, and enthusiastic individual who is highly motivated and displays highly efficient communication and interpersonal skills. Able to work under own initiative or as part of a team. Outside of work or study I spend my time playing challenging video games, coding and designing mods for Terraria in a team environment and taking walks. In previous experience both in employment and team based projects I have been complimented on my intuition, problem solving and communication skills between team members.

I have developed skills in agile management, problem solving and customer service. During my time at Falmouth University I also developed my skills in Microsoft Office applications such as Excel, Word and Teams while specialising in systems design, programming and combat design, with a passion for smooth, balanced gameplay experiences that challenge players.

Previous Employment:

Compass Group UK & Ireland Ltd

Dec 2024 – Jul 2025

- Experience with food and drink catering
- Stock management
- Health and safety training
- Team work and organisation
- Problem solving skills arranging stock and lifting

Penryn campus shop

Oct 2021 – June 2024

- Experience in stock scanning and sorting
- Utilising customer service skills at tills and serving customers
- Experience running the shop at times without a manager present

Burford Garden Company

Aug 2020 – Jul 2023

- Utilising customer service skills at tills and serving customers
- Professionally conversing with customers at meet and greet

Education :

Falmouth University. BA(Hons) Game Development: Design

Sept 2021 – May 2024

Achieved: First class undergraduate degree in BA(Hons) Game Development: Design

During my time at Falmouth University I worked on 8 projects, 4 of which were individual, and the remaining were completed in interdisciplinary teams within varying timespans of months to an entire year. During these projects I took the main role of designer, planning out core systems, prototyping concepts and writing up documentation to present directly to peers and supervisors. This role included research and analysis, rapid prototyping, documentation, playtesting, in engine modifications and engaging in agile practices with my fellow team members.

Alongside design there were also many times I had to step outside of my discipline, such as core systems programming in both C# and Unreal Engine 5 blueprinting, audio design and implementation and experience in motion capture direction and documentation when required.

The Marlborough Church of England School. Sixth form

Sept 2018 – Jun 2020

Achieved: C grade in A-Level psychology, Merit level BTEC level 3 ICT and a Distinction grade in BTEC level 3 Business.

While at Marlborough I began developing many skills such as Microsoft Office applications like Excel and Word, user interface design and project management that I would later refine at University.

GCSE's - Available Upon request

Recent Projects:

Sole Developer – [Project Casey](#)

Action Role Playing Game
2024 - present

Unreal Engine 5 blueprinting, Blender modelling, rigging and animation, Combat design, System Design

Designer – [Bite n' Smite](#) (Student Game)

Fighting Game (Honourable mention at the Falmouth Games Academy Expo 2024)
2023 - 2024

Vision Holder, System Design, Game Balancing, Playtesting Management, Documentation, UI Design, Version Control Management, Unreal Engine 5 blueprinting

Lead Designer – [Flight to Oblivion](#) (Student Game)

Action Adventure Game
2022 - 2023

System Design, C# Programming, Level Design, Version Control Management, UI Design, Sound Design

Lead Designer – [Siege of Pendennis Castle](#) (Student Game)

Tower Defence Game
2021 - 2022

System Design, Balancing, Level Design, Documentation, UI Design, Sound Design