

Josh Eyres

Games Programmer



Contact Information & Links

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Summary

Games Software Engineer and MSc Graduate (Distinction) with 5 years of **C#** and **C++** programming experience, 1.5 years of industry simulation experience, and solid **Python** proficiency in **AI** and backend pipelines. Proven track record of stepping into complex codebases, resolving critical issues, and building real-time interactive systems under tight deadlines.

Education

Bournemouth University | MSc Human Centered AI for Games Development

Jan 2025 - Jun 2026

- Graduated with Distinction overall
- Distinction (83%) in Applied Programming for Data Science
- Developed VR Photography training sim using AI for curated feedback in Unity with a Flask and Python backend

Bournemouth University | BSc (Hons) Games Software Engineering

Sep 2020 - Jun 2024

- Graduated with 2:1 overall
- 1:1 in AI Games Programming
- 2:1 in Games Studio Project
- 1:1 in Graphics and Computational Programming

Weymouth College | L3 BTEC Software Development

Sep 2018 - Jun 2020

- Triple Distinction* L3 Extended national diploma in software development

8 GCSE's at A* to C including Maths, English & Computer Science.

Experience

Drilling Systems | Placement graphics programmer - Bournemouth

Jun 2022 - Sep 2023

- Architected Unity frontend systems (C#) to interface with backend mathematical simulation models, delivering real-time interactive training simulators.
- Primary on-site developer during client deployment, overseeing installation and executing immediate, live bug fixes to guarantee a smooth delivery.
- Diagnosed and resolved critical bugs under strict deadlines to ensure successful deployment.
- Responsible for upgrading legacy simulation systems (CTS & WLS) by fixing critical bugs and improving backend-to-frontend data integration.
- Stepped in as sole on-site QA during client deployment, executing full system testing of a commercial simulator under live pressure.

Bournemouth University | Game Jams

Sep 2020 - Jun 2024

- Game Jam 2021 - Created a collection of minigames called micro league for A.F.C Bournemouth (**Won best mechanics**)
- BFX Game Jam 2022 - Created a wild western themed city builder game called The Wild Frontier
- BFX Game Jam 2023 - Created wave-based shooter game called What Goes Around Comes Around (**Won third place**)