Justin Tawan Ward
Student Games Programmer

I'm a final year Games Development Undergraduate at the University of Greenwich, specialising in programming and working at the level of a First / 1:1. As a hard working team player, I'm always giving my all and looking for the best outcome to any situation. Skilled in C# and Unity, with good knowledge of JavaScript and Git. I'm developing my skills in Unreal Engine 5, Blueprints, and C++ while studying Games Design and Development.

Contact

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Skills

- C#
- Unity
- C++
- Unreal Engine 5
- Git
- OOP
- Game Development

Education

University of Greenwich
BSc Games Design and Development
Second Year Average: 84%
September 2022 - Current

John Taylor High School
A Levels in:
- Computer Science - A
- Maths - A
- Physics - B

September 2020 - July 2022

Projects

September 2024 - April 2025 | Final Year Individual Project
Echoes Act | Unity, C#, Git, ShaderGraph
- Performing research into Non-Human First Person Perspectives in games
- Specifically looking into echolocation and the effect that a new sense has on immersion
- Play as a dolphin who uses echolocation to traverse the dark, underwater environment, and clean up ocean rubbish

Game Developer
- I used Unity's Shader Graph to create intersection and object outline shaders, where I used these for the echolocation pulses and outlining objective items the player can interact with
- Uses audio and haptic feedback to increase immersion in low-visibility situations
- Performed quantitative and qualitative data gathering to determine the immersion which the echolocation mechanics provide for the player

September 2024 - December 2024 | Final Year Group Project
Gone Fishin' | Unity, C#, VR | Grade: First
- Relaxing Virtual Reality fishing game with graphics inspired by SEGA Bass Fishing
- Catch 6 types of fish, with normally distributed weights, whjch affect catch difficulty
- Following an Agile approach to project management

Lead Programmer
- I programmed the fishing rod's mechanics, using a physics-based reel for realistic reeling of the line
- I set up the VR interactions with the fish, rod, and other objects in the scenes using Unity's XR Interaction Toolkit

Septemter 2023 - April 2024 | Solo Project
Temporus | Unreal Engine 5, Blueprints, C++ | Grade: First
- A 3D Hack'n'Slash platformer
- Advanced character controller - slide, dash, wall run, edge mantle
- Time slowing mechanics

Game Developer
- I developed the game using Unreal Engine's node-based blueprint system, creating the player and gameplay loop
- Created enemy AI using UE5's blackboard and behaviour trees
- Created interactable pick up items using custom C++ classes

November 2023 - January 2024 | Group Project
So You're Tellin' Me? | Unity, C#, Arduino, C++, Git | Grade: First
- 3D cooking game with unique installation
- A custom controller shaped like a pan uses an Arduino to send data to Unity
- Uses Arduino input components like a gyroscope, potentiometer and joystick, and outputs like LEDs and a motor.

Lead Programmer
- I programmed the game in Unity and coded the ability for information to be passed between the Arduino and Unity.
- I created the main mechanics and gameplay loop, including the player's input affecting the wok in game and the progression system.
- Showed my teamworking and communication skills while the 3 of us were away over Christmas

Work Experience

Unity Tutor - September 2024 - Present
Spark4Kids
Remote
- I tutor Unity and C# to DofE aged children (aged 13-17) following Spark4Kid's Unity course
- Acting as a supervisor during the sessions, offering help to any student who has questions about Unity or C# code
- 3-6 students per session

Cafe Assistant - 7 Months
The Galley Cafe
Greenwich, London
- Serving hot food to students and other customers throughout lunch
- Working on the tills during rush hours between student's lectures lead to learning good time management and how to handle stress and keep up with the speed of the environment
- Cleaning tables and surfaces to ensure a safe environment for both staff and customers
- Working as a Barista in the Starbucks section of the cafe, serving customers different types of coffee while ensuring the correct allergy and intolerance rules were followed

Kitchen Porter - 14 Months
The Meynell Ingram Arms
Hoar Cross, Staffordshire
- Washing plates and cutlery, as well as kitchen equipment like pots, pans, and trays
- Ensuring cleanliness throughout the kitchen during the shift and cleaning the floor and surfaces at the end of a close
- Assisting chefs, cooks, and more staff with other duties, occasionally making pizzas
- Ensuring food safety and working hard to keep the kitchen clean until the end of the shifts

Race Marshal - 18 Months
Midland Karting
Fradley, Staffordshire
- Teaching customers the safety measures, suiting them up and getting them into their karts
- Understanding how to safely operate, fuel, and fix the karts
- Being stationed around the track, keeping watch for any dangers on the course, watching for, and sorting out, any collisions
- Working well with children's parties, stag and hen dos, and other events to ensure group races ran smoothly
- Working resiliently through long, solo marshalling shifts so customers could have a great time

Achievements

Digital Shark Expo - 2023, 2024, 2025
I was nominated to present Dauntless Depths at the university's End of Year Show 2023 in my first year and my second year games So You're Tellin' Me...? and Temporus at the End of Year Show 2024. At the Digital Shark Expo 2025, I presented 5 of my final year projects: Echoes Act, Gone Fishin', my Shader Programming portfolio, Blackbeard's Cannon Clash, and Murhpy's Gift Delivery Service, showing my skills of confidence and communication when speaking to industry professionals about my games, and potential new students about the course.

UOG Games Dev Society
I was a founding member of the new Games Dev Society at the University of Greenwich during my second year at uni. My main role was Instagram Manager, but I also showed my leadership and management through my involvment in the planning and running of events, as well as advertising and getting new people interested.

DofE Gold - May 2023
I received my Duke of Edinburgh Gold Award in Buckingham Palace Gardens and spoke with the Duke of Edinburgh, Prince Edward. I completed a week residential at Scorpion Airsoft where I learnt good teamwork skills with a new group of people. I also completed a 6-day expedition in Mid Wales, walking over 100km and climbing to the peak of Pumlumon Fawr - with a 752m elevation. I used my skills to communicate with my group, boost morale and keep everyone motivated, ending with my group being the first group to finish.

Hobbies and Interests

- Playing badminton in the UOG Badminton Club
- Snowboarding with the UOG Snowsports Society
- Going to rock and indie gigs with friends
- Reading manga and watching anime
- Drawing anime characters and drawing my girlfriend and I into manga panels
- Travelling and playing Pokemon Go