



Josh Hills



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Full-stack web systems engineer designing and building online platforms in the games industry to support developers creating living worlds.

I have practical experience delivering projects, I care about connecting players, and I'm happiest learning, sharing and solving problems in a team. I'm not a robot.



Guerrilla Games · Aug 2020 – Aug 2021

Game Server Developer

Experience with console development on the Horizon franchise during the PlayStation 5 launch window

Worked on unannounced project involving complex refactoring of legacy code to extend existing game platform features such as authentication, leaderboards, matchmaking systems and administrative tools

Optimised local build processes, created Java integrations for PlayStation Network and client-side integrations in the C++ decima engine



Jagex · Aug 2018 – June 2020

Full Stack Systems Engineer

Supported launch of RuneScape franchise on mobile by delivering Java microservices with social integrations to a high-throughput account system for iOS & Android

Built AWS cloud platform using IaC, with TypeScript based content delivery pipeline for product sites and drag-and-drop interfaces for editors to create marketing campaigns and perform A/B testing

Built bespoke, localised product sites and with high-fidelity, dynamic content using WebGL, WebSockets

Co-ordinated release strategies with game teams, providing them with client-side libraries to consume our web services in C#, and player support tools

Gained product ownership skills leading teams rapidly prototyping game services for web and mobile applications



Jagex · May 2016 – Aug 2017

Junior Web Systems Developer

Delivered an internal-beta of a cross-platform desktop application, from ideation to UX design, business proposal and MVP

Created analytics dashboards for live game services to monitor continued health of systems and alert issues

Created a new corporate website and news blog with a headless, component-driven CMS



SCHOOLS NorthEast · Jul 2015 – Sep 2015

Technical Consultant

Performed site design appraisal, SEO analysis, and created bespoke, configurable email templates for marketing campaigns

Education



Newcastle University
1st BSc Computing Science
w/ Industrial Placement

Sage award for highest degree score in class

Volunteer as outreach support officer teaching programming at local schools and promoting equal opportunities

Relevant Modules

Web Development
Advanced Interaction Design
System & Network Security
C++ Programming & Maths for Games
Game Engine, Physics & Graphics

Side Projects

Steam Analytics Tool

I made a website in React that uses Steam's APIs to promote the accessibility of the user review system so that developers can better perform research and action on feedback about their products

C++ Game Engine

I made a game engine from scratch and a pinball game to run in it - with a level editor and controller support

C# iOS & Android VR Game

Using Unity and Blender I made a mobile game with Google Cardboard support and shipped it to app stores

Charity Merchandise

Raising money for SpecialEffect via a WordPress e-commerce site and social media marketing campaign

Code examples and articles available at request, on my online portfolio, and Github

I also like game jams and photography