



# Josh Hills



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**Online game developer** specialising in designing and building networked systems that support living worlds.

With practical experience delivering cross-platform projects, I care about connecting players, and I'm happiest learning, solving problems in an agile team. I'm not a robot.



Firesprite (Sony) · Aug 2021 – Present  
**Senior Online Developer** Acting Lead

Architecting reliable **back-end systems** for a AAA action shooter project using **AWS** e.g. auth, profiles, ecommerce, matchmaking

Integrating with platform systems in **Unreal Engine C++**, writing portable plugins to bridge the gap for game teams to PSN, Steam

Creating bespoke administrative interfaces using **web technologies**

Working with DevOps to automate our **CI/CD** pipeline including **testing**, profiling, and codifying our infrastructure

Liasing with game design, UI, and production teams using whiteboarding tools, design documents, **JIRA**

Leading **high-level planning** for milestones, establishing best practices with other engineering leads, delegating and providing **mentorship** to junior programmers



Guerrilla Games (Sony) · Aug 2020 – Aug 2021  
**Game Server Developer**

Complex refactoring of legacy code to extend existing game platform features, optimised local build processes, created Java integrations for PSN and client-side integrations in the C++ decima engine

Experience with console development during PS5 launch window



Jagex · Aug 2018 – June 2020  
**Full Stack Web Systems Engineer**

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

Built AWS cloud stack using IaC, with TypeScript based content delivery pipeline for localised product sites and drag-and-drop interfaces for editors - incorporating game content using WebGL, Websockets

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



Jagex · May 2016 – Aug 2017  
**Junior Web Systems Developer**

Delivered an internal-beta of a cross-platform game launcher 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

## Other Roles

### Engagement Committee Member

Working with other discipline leaders to create and implement actionable plans to support an inclusive culture and environment

### Video Game Ambassador

As part of VGA, in collaboration with SkillsGap, I run workshops on coding and careers for groups of aspiring students

### Mental Health First Aider

Trained by MHFA England to identify and provide workplace assistance to people struggling with mental health

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## Public Side Projects

### Steam Analytics Tool

ReactJS site using Steam's APIs to promote the accessibility of the user review system and provide developers with better feedback

### 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

## Education



Newcastle University  
1st BSc Computing Science  
w/ Industrial Placement

### Relevant Modules

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

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

*I also like hiking and photography*