



JOSHUA HAWKINS

PROFESSIONAL SUMMARY

I am a BA (Hons) Games Design student at Canterbury Christ Church University with a strong focus on narrative design.

My work explores stories that resonate with players who feel isolated or disconnected, utilising emotional storytelling to inspire understanding.

I aim to improve as a thoughtful, adaptable designer to create experiences that connect deeply with others.

CONTACT

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CURRICULUM VITAE

EDUCATION

- BA (Hons) Games Design
Canterbury Christ Church University
2024 - Present
- BTEC Level 3 Extended Diploma in Computer Science
Canterbury College
2021 - 2024
Completed units in programming fundamentals, digital systems, IT professionalism, and project-based computing.

KEY SKILLS

- Narrative Design & Story Development
- World-Building & Conceptual Writing
- Creative Problem-Solving
- Research & Analytical Thinking
- Attention to Detail
- Communication & Collaboration
- Reflective & Self-Directed Learning

WORK EXPERIENCE

- Cleaner (NHS Medical Centre)
Estuary View Medical Centre
2021 – 2023
- Assistant (SEO & Digital Marketing)
OysterSEO
2024 (Part-Time)

HOBBIES & INTERESTS

- Narrative-driven video games, with a particular interest in Japanese titles known for strong storytelling, emotional depth, and world-building.
- Manga and Japanese media, which influence my approach to character development, pacing, and thematic design.
- Writing and creative development, exploring character-focused ideas and reflective narrative concepts.
- Japanese culture, especially traditional values and storytelling techniques that inspires my work.
- Learning and self-improvement, engaging in independent study to strengthen my narrative and creative abilities.
- Technology and digital media, staying informed about industry trends, platforms, and emerging game design practices.