Joseph Alexander Binns

Computational Physicist & Game Developer
Exploring novel applications of machine learning to scientific computing, interactive experiences and technical art.

Employment

Interactive Experience Programmer @ Sony
Student · *Jul 2026 — Present · Lund, SE*

Prototyping large-scale interactive installations using agentic workflows within the Advanced Content Creation team.

Gameplay Programmer @ Neat Corp
Intermediate · *Nov 2025 — Mar 2026*
Junior · *May 2024 — Nov 2025*
Student · *Oct 2023 — May 2024 · Stockholm, SE*

Developed the online VR-fighter Crossings (PC & Meta Quest) and ported Garden of the Sea from VR to flatscreen (PC, Nintendo Switch & Steam Deck).

Study Support Mentor @ Lund University
Mar 2021 — Jun 2022 · Lund, SE

Provided one-to-one support for BSc Physics students on behalf of the university's disability support service.

Unity Developer Summer Intern @ MLabs
Jul 2019 — Aug 2019 · London, UK

Built an urban environment simulation to support an automated transport planning system.

Education

MSc Computational Physics @ Lund University
Aug 2026 — Jun 2028 · Lund, SE

YH Game Programmer @ Futuregames
Aug 2022 — May 2024 · Stockholm, SE

BSc Theoretical Physics @ Lund University
Aug 2019 — Jun 2022 · Lund, SE

Thesis explores Combined Regularisation Techniques for Artificial Neural Networks.

Contact

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Technical Skills

Programming Fluency
C#, Python, C++, C, HLSL, GLSL, JavaScript, LaTeX, HTML and CSS.

Tools
Unity, Unreal Engine 5, Git, Perforce, Jenkins, Blender, Inkscape, Photoshop, Notion and LLMs.

Libraries
TensorFlow, ML Kit, Unity Netcode, Three.js and LWJGL.

Practical Skills
Circuitry, soldering, XR, Raspberry Pi and computer clusters.

References

Available upon request.