

JOSHUA NURI BAILEY

joshhhbailey@gmail.com

PROFILE

Software Engineer and Educator with broad experience in video game development, VFX pipeline development for film and television, and building software solutions supporting high-value financial trading systems. Experienced in working across production, engineering, and academic environments, with an ability to communicate technical ideas clearly and deliver reliable solutions in complex, real-world systems.

PERSONAL PROJECTS

Independent Web & Creative Studio

Founded a web development studio delivering design, development, and interactive web experiences. Work includes building and maintaining content-driven and interactive websites, combining visual design with custom-coded solutions, and delivering projects end-to-end from concept through deployment and ongoing maintenance.

Educational Content Automation

Designed and implemented a lightweight content automation workflow for daily language-learning content, integrating AI-assisted text generation with Python-based processing, text-to-speech synthesis, and automated media creation to enable consistent, reusable output.

Portfolio and code samples available upon request.

RELEVANT EMPLOYMENT HISTORY

Inner Mongolia University

Lecturer

Hohhot, China

August 2024 - Present

Teach English Speaking and Academic Writing to undergraduate and postgraduate students across multiple disciplines, including English majors. Responsibilities include course design, assessment development, and supporting students' communicative and academic performance. This role strengthens cross-disciplinary communication, curriculum design, and presentation skills within a university environment.

Lloyds Banking Group

Software Engineer (Contractor)

London, UK

May 2022 - December 2023

Designed and developed software supporting the bank's repo (repurchase agreement) trading systems. Played a key role in major platform and application upgrades, including FIS Apex 5.x to 8.x and migration from Solaris to RHEL8. Solely responsible for rebuilding the codebase to support cross-platform Windows and Linux development using CMake. Led improvements to production monitoring and observability by developing dashboards and alerting systems using Splunk and Dynatrace.

DNEG

Assistant Technical Director

London, UK

September 2021 - May 2022

Maintained, developed, and tested the VFX production pipeline while providing technical support to artists and production teams across multiple international sites. Contributed to high-profile film and television projects including *The Flash* and *The Lord of the Rings: The Rings of Power*. Day-to-day work included pipeline tool development, ticket triage and resolution, render farm and storage monitoring, and collaboration with R&D teams on software testing and deployment.

COMPUTER SKILLS

Programming Languages:

Modern C++, Python, JavaScript, Bash

Graphics & Frameworks:

OpenGL, SDL2, Qt, GoogleTest

Development Tools:

Git, CMake, Visual Studio

EDUCATION

Bournemouth University

MSc Computer Animation and Visual Effects

2020 - 2021

Distinction

Bournemouth University

BSc (Hons) Games Programming

2016 - 2019

Upper Second Class

Totton College

BTEC Level 3 Extended Diploma - Video Games Development

2014 - 2016

Distinction*, Distinction, Distinction

Testwood Sports College

12 Total GCSE's

2009 - 2014

A* - B

CERTIFICATIONS

The TEFL Org

120-Hour Premier Online TEFL Course

2024

TryHackMe

Pre Security - Certificate of Completion

Cyber Security 101 - Certificate of Completion

2026

SPOKEN LANGUAGES

English

Native speaker

Mandarin Chinese

Basic proficiency

INTERESTS

Former competitive natural bodybuilder with multiple competition wins in the UK. Blue belt in Brazilian Jiu-Jitsu (BJJ). Outside of work, I pursue personal software and creative projects, stay current with technology, and enjoy strategic and competitive games.

References available upon request.