**Ryan Westwood**

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**INTRODUCTION**

Studying Computer Games Technology at Birmingham City University with a predicted grade of a First Class Honours. Strengths are being able to work independently while maintaining a high level of focus with strong C++ programming skills. Currently looking for a 1-year placement to kickstart my career as a software engineer.

**IT SKILLS**

**Programs –**

* **Visual Studio 2019** Writing, editing and debugging code.
* **GitHub** Version control of projects.
* **Unity** Developing 2D and 3D games.

**Languages –**

* **C++** Created a 2D game. Currently in the process of creating a

game engine and graphics renderer.

* **C#** Developed 2D and 3D games.
* **Python** Made an A&E patient simulation.

**RELEVANT IT EXPERIENCE**

# *Ongoing*

Computer Support

* Meeting with clients to discuss requirements and purpose.
* Building computers from scratch according to the budget.
* Ensuring correct set up of devices following customers’ requirements.
* Maintaining systems to ensure performance and security.
* Diagnosing system issues then repairing them accordingly.

**EDUCATION**

# September 2019 – Present

# *Birmingham City University – BSc (Hons) Computer Games Technology*

# Predicted Grade – First Class Honours

# 2D Game Programming (93%) – Side scrolling 2D pirate game in which you avoid obstacles and shoots enemies. Used C# and Unity.

# 3D Game Programming (95%) – 3D pirate ship game simulating a battle with AI enemy ships and different weather conditions. Used C# and Unity.

# Data Structures and Algorithms (86%) – A&E simulation by creating data structures which use efficient sorting algorithms. Used Python.

# Professional Practice for Game Development (78%) – Improve and develop games in groups of 4 students, to enhance teamwork skills.

# C++ Programming for Games (92%) – Wrath of the dead, a 2D shooting game using A\* Pathfinding, Object Pooling, Variadic Templating, Lambdas, Object Oriented Design incorporating SDL libraries.

# Web Game Development (76%) – Created a website which hosted a reaction / endurance game. User created accounts, held in a database, to access the game. HTML, CSS, JS and Three.js were used in the development.

# September 2017 – 2019

# *Dudley College – BTEC IT Practitioner*

# Grade – Distinction Merit Merit

# Object Oriented Programming (Distinction)– Developed a 2D space game which had movement, shooting and collision detection. Used Greenfoot and Java.

# Procedural Programming (Distinction) – Created a calculator application with mirrored the functionality of a normal calculator. Used C#.

# Event Driven Programming (Distinction) – Pete’s Plumbing is an invoice system that produced and itemized receipt for a customer for work done. Used VB.

# September 2010 - 2015

# *Holly Hall Academy*

# Grade – 5 GCSE’s grade C and above include Maths(A) and English (C)

**WORK EXPERIENCE**

# May 2018

# MiTek Industries – Data Entry Clark

# Liaised with various departments and collated data to update the database.

* Entering data into database software and checking to ensure the accuracy of the data that has been inputted.
* Ensure confidentiality of information by keeping confidential data private and secure

# REFERENCE AVAILABLE UPON REQUEST