

# Ryan McNab

Wolverhampton, South Staffordshire

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I am creative, a great communicator and keen problem solver currently studying Computer Games Programming at the University of Gloucestershire, UK. I am dedicated, hardworking, resilient and imaginative and enjoy working with people from all backgrounds as well as experiencing new challenges and taking advantage of novel opportunities.

## Work Experience

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### Education Programme Work Experience

Capgemini · Internship

Feb 2019 - Feb 2019

I was able to secure a competitive internship at Capgemini while I was studying my GCSEs in 2019, where I was able to learn about a career in IT, business, and finance. I got the opportunity to speak to industry professionals about their day to day business and what their role is in the company. It was very interesting to see how everyone has such different roles but are able to come together and work flawlessly to get jobs done.

### Bar and Server

The Montpellier Wine Bar

September 2023 to Current

I currently work as a bartender at the Montpellier Wine Bar where I make and serve a range of drinks. The bar has been recently refurbished and so we have new and old customers of all ages. We serve a large variety of drinks from lager on draught to a wide variety of cocktails, which require preparation and focus so that each customer can have the same enjoyable experience every time they visit. This job has taught me commitment, persistence, flexibility and dedication as I have had to learn how to use a diverse variety of tools and how to accurately measure and create a diverse range of beverages. I have also learned the importance of listening carefully to what the customer needs and wants which are important aspects to many jobs.

## Education

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### Bachelor's degree in Computer Programming

University of Gloucestershire - Cheltenham

September 2022 to Present

### A Levels in Computer Science, Biology and Geography

Royal School Wolverhampton - Wolverhampton

September 2020 to July 2022

## Certifications and Licenses

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### **Umpire Level 1 Course**

January 2020 to Present

Field hockey level 1 umpiring course certification

### **Acoustic Guitar Grade 6**

October 2013 to Present

I am a grade 6 acoustic guitarist (ABRSM).

## University and Programming Languages / Engines

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### **Computer Games Programming**

My course will develop me into becoming a multi-skilled games programmer, enabling me to get hands-on with making real games from the first year of study. My lectures are taught by industry professionals with years of experience in the field. We work alongside Games Design and Games Art students, so we get first-hand experience of what it is like for in industry. We are developing knowledge of gameplay systems, rendering pipelines, virtual reality, artificial intelligence and procedural content generation.

This course is giving me the skills and an edge in the competitive world of video games programming. With mentors who have a combined experience of over 30 years in the games industry, having worked on AAA franchises including Crysis, Star Wars: Battlefront, Prey, Sniper Elite, Aliens vs Predator and Bioshock, I am confident that with what I have already learned, I am ready to work as an intern in the video games industry.

### **Programming Languages / Engines**

I am able to code in Python, C++ and C# learnt Python for my GCSE's, where it was also the main programming language used in my A Level Computer Science. I have made games in all the programming languages I know, from Space Invaders in Python, a pinball machine in C# and a shooting range in C++. My pinball machine was made in Unity, which was the main focus of my first-year university degree. I have also made a 2D co-op shooter game as part of a group project, a physics simulator, and a star map navigation system, just to name a few of my projects in Unity. My shooting range was made using Unreal Engine 4.26, utilising both blueprints and C++ code. We have started using Unreal Engine 5 for my second year of university where I have created a highly detailed main menu screen and a fireworks show using the Niagara VFX system, which are just a few of the projects I have created in UE5 so far. You can see all the games I have made on my website which is linked at the start.

## Additional Information

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- 3rd Kyu Brown Belt in Karate before starting secondary school.
- Field Hockey Goalkeeper for over 7 years for local team and schools (competed at a national level).