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About Me:

I have been a professional programmer for over 5 years, developing all types of applications as I have a huge interest in technology and a passion for learning how everything works. My interest in game development has grown from command line text-roleplaying games, to building online games that me and my brothers enjoy playing together, creating procedurally generated content, or stealth game functionality where NPC's can hear and look for you, to finally building a Vulkan graphics renderer to improve my understanding of GPU's

My coding experience is focused around C++, C# and Javascript and a lot of my work has involved me doing a lot of server side work, whereas my projects are usually built with Unity and/or Unreal. I consider myself to be very self-motivated and I strive to work as part of a team who want to create the next generation of amazing games.

I do also enjoy a few things away from my PC! Travelling, practicing Spanish, drawing and long runs to name a few, and this year I hope to run my first 10k in under an hour.

Technologies:

C++, C#, Js, Unity, Unreal, Vulkan, Blender, DotNet, Blazor/Razor, HTML/CSS, LINQ, EntityFramework, SQL, MSSQLSMS, SignalR, Visual Studio, IIS, Azure

WebContractor

Fullstack Developer – May 2022 – Present

WebContractor utilizes C# for full-stack development, with Blazor for creating front-end interfaces and .Net for building microservices. I have been able to be a part of all areas of development in their core product. Daily scrums and Azure Dev-Ops allow us to make sure we are working on the right tasks and on track for when it comes to sharing our progress with clients when change-requests are made to functionality.

WebContractor's main product is for contractors who need a solution to simplify and improve the efficiency of managing multiple subcontractors on a single or multiple project. Companies can manage applications for payments and invoices more efficiently, whilst ensuring compliance with the UK Construction Act.

Pastest**Fullstack Developer – October 2021 – Apr 2022**

At Pastest, my role was the main Front-end developer of the team, but I also assisted in the server-side work depending on the priority of tasks. Features were planned as a team, then my role was to turn those specifications into a complete interface and then help support and build the backend. One of my main priorities were rebuilding the web-app in the latest version of MVC and developing a Microlearning feature to be included in the existing subscription.

I also maintained the in-house Content Management System (built in ReactJS) which was used daily by the content team to create and edit exam questions and learning resources. Finally picking up support tickets on the help-desk which contained issues raised from both customers and colleagues.

Blackpool Victoria Hospital**Senior Web Developer - August 2019 – September 2021 [Full Time]**

Working with technologies like .Net and Angular, I had been part of a great collaborative team creating applications to aid the work of the medical and clinical staff at Blackpool Victoria hospital.

My main focus was on an in-house Electronic Patient Record known as Nexus, which aggregated together many third party systems as well as having it's own functionality for admitting a patient. It followed their journey of care and maintained an overview of each ward in the hospital - allowing for more reliable information retrieval, quicker nurse and doctor handovers and efficient placement of patients to wards which were more suited to their needs.

Freelance Web Developer**2018 –2019 [Part Time]**

Whilst working at Blackpool Hospital full time, I taught myself to code website with html, css, javascript and .Net Core, then used these skills to build web pages for small businesses which I attained through networking.

Education & Qualifications:**UCLAN (University of Central Lancashire)**

Bachelor of Arts with Honours in Music Production Award [Hons Degree-Upper Second (2:1)]

Pendleton College

BTEC - ICT Software Level 3