



RICHARD CASEY

Software & Full-Stack Developer | C# · React · WPF · MongoDB

PROFILE

I'm a Software & Full-Stack Developer with a First-Class Honours degree in Games Development (Programming). While my roots are in gameplay systems and technical design, my recent work has focused on building real-world desktop and web applications — including workflow automation tools and wellbeing-focused frontend platforms.

Proficient in C#, C++, React, WPF, and MongoDB, I enjoy building complete solutions from scratch — whether that's streamlining data processes, building user-friendly interfaces, or solving niche workflow problems through code. I'm confident working independently, comfortable navigating full-stack problems, and always keen to improve through iteration.

SKILLS

Programming

C# · C++ · JavaScript
HTML · CSS

Frameworks & Libraries

Unity · React · WPF
Tailwind CSS · OpenGL · SQL

Tools & Platforms

Visual Studio · Git · GitHub
MongoDB · Agile · Debugging

LINKS



Website - <http://www.Richard-Casey.co.uk>



Github - <https://github.com/Richard-Casey>



LinkedIn - linkedin.com/in/richard-casey-40a6124a

EDUCATION

University of Suffolk

BSc (Hons) Games Development (Programming)

Graduated: June 2024 — Grade: First-Class Honours

Location: Suffolk, UK

Key Highlights:

- Developed *Stock and Shop*, a TIGA-nominated retail simulation game using Unity and C#, created as the core artifact for my final-year Honours Project
- Achieved Firsts in major technical modules including:
 - Game Development Masterclass (78%) – Developed *Cast-Aside*, a 3D puzzle adventure game
↳ [[View project on GitHub](#)]
 - Honours Project (Dissertation & Artifact – 73%) – Full design, development and evaluation of *Stock and Shop*
↳ [[View project on GitHub](#)]
 - Professional Practice (Secure Login Project – 73%) – Built a secure MongoDB login system with desktop UI in WPF
↳ [[View project on GitHub](#)]
- Delivered coursework across C#, C++, Unity, Unreal, OpenGL and MongoDB

ENROLLED SEPTEMBER 2021 – GRADUATED JUNE 2024

KEY PROJECTS

Encompass Work Tracker

C# · WPF · Desktop App

Built for a UK charity to replace Airtable workflows with a secure local system. Features include contact tracking, case management, and a multi-tab interface. Prioritised user-friendliness and GDPR compliance.

↳ [View project on GitHub](#)

The Other-Half Hub Website

React · Tailwind CSS · Frontend Prototype

Developed a wellbeing-focused hub in response to limitations in third-party platforms. Modular component structure, React & Tailwind CSS integration, and clean UI tailored to charity service users.

↳ [View project on GitHub](#)

Stock and Shop

Unity · C# · Retail Simulation Game

Final-year dissertation project — a shopkeeping sim with customer logic, inventory management, and CSV-driven save/load. Nominated for the 2024 TIGA Awards.

↳ [View project on GitHub](#)

Secure Login System

C# · MongoDB · WPF

Standalone desktop login system with hashed password storage and user roles. Designed as part of a professional practice module with real-world security in mind.

↳ [View project on GitHub](#)

COURSES

BSc (Hons) Games Development (Programming) – Third Year

Honours Project – First (73%)

SEPT 2023 – JUNE 2024

Professional Practice – First (72%)

FEB 2024 – MAY 2024

Portfolio – First (71%)

JAN 2024 – FEB 2024

Games Development Masterclass

SEPT 2023 – DEC 2023

BSc (Hons) Games Development (Programming) – Second Year

Group Project Year 2 – TopBird – First (72%)

MARCH 2023 – JULY 2023

Games Research Methods – 2:1 (64%)

MARCH 2023 – JUNE 2023

Artificial Intelligence for Games – 2:2 (54%)

JAN 2023 – MARCH 2023

Tools Programming – 2:1 (65%)

JAN 2023 – MARCH 2023

Game Engine Development – First (71%)

JAN 2023 – MARCH 2023

Programming for Graphics – 2:1 (64%)

SEPT 2022 – DEC 2022

BSc (Hons) Games Development (Programming) – First Year

Group Project Year 1 – Sling! – 2:1 (63%)

MARCH 2022 – JUNE 2022

Maths for Software Development – First (89%)

MARCH 2022 – JUNE 2022

Algorithms and Data Structures – First (79%)

JAN 2022 – MARCH 2022

Introduction to Games Development – 3rd (47%)

JAN 2022 – MARCH 2022

Introduction to Critical Games Studies – 2:1 (62%)

SEPT 2021 – DEC 2021

Introduction to Programming – First (77%)

SEPT 2021 – DEC 2021

HOBBIES

Football, motorsports, and late-night coding experiments — usually with a side of video editing or exploring new tools.

REFERENCE

Chris Janes – Course Leader for Computer Games Programming (University of Suffolk)

 Email: c.janes@uos.ac.uk |  Phone: 01473 338163

Nick Thomas – Lecturer & Dissertation Supervisor (University of Suffolk)

 Email: n.thomas3@uos.ac.uk |  Phone: 01473 338073

Sheree Parker – Previous Employer & Personal Reference (Sue Ryder)

 Email: s.parker442@btinternet.com |  07960374711