



# RICHARD CASEY

C# & C++ Games Programmer

## PROFILE

As a dedicated video game programmer nearing the completion of my studies at the University of Suffolk, I have immersed myself in the technical and creative facets of game development. My academic journey has been marked by consistent achievement, maintaining a First-grade average and excelling in collaborative and individual projects alike. My core competencies in C#, C++, and Unity are complemented by a profound enthusiasm for crafting engaging gaming experiences. I am eager to contribute my blend of creativity, technical expertise, and passion for games at Waterfront Studios.

## LINKS

Website: [Richard-Casey.co.uk](https://richard-casey.co.uk)

Email: [Me@Richard-Casey.co.uk](mailto:Me@Richard-Casey.co.uk)

## SKILLS

C# Programming

Game Design

C++ Programming

Unity

Github

Visual Studio

## EDUCATION

Bachelor of Science with Honours in Games Development (Programming), University of Suffolk

SEPTEMBER 2021 – MAY 2024

## COLLABORATIVE PROJECT HIGHLIGHTS

- **Cast-Aside:** Partnered closely with a designer and another programmer, focusing on user-friendly UI programming and thematic consistency, which enhanced the game's immersive experience.
- **Sling!:** Sole programmer in a team with five designers, developing engaging gameplay mechanics for a platformer game. My proactive problem-solving ensured the game's successful alpha release under tight deadlines.
- **Top-Bird:** Spearheaded the development of a card game after an initial group failure, showcasing my ability to lead, design, and execute a project single-handedly, culminating in a First-grade outcome.

## TECHNICAL PROFICIENCY AND CREATIVE FLAIR

- Designed a dynamic and interactive start menu for "Cast-Aside," integrating character movement through shadowed environments, enriched by a physics-based lighting effect, demonstrating my innovative approach to game design.

### PASSION FOR GAMING

Avid gamer with a diverse interest spanning various genres and platforms, actively engaging in game analysis and development across different genres, reflecting a deep-seated passion for gaming and its potential for storytelling and player engagement.

### COURSES

Introduction to Programming (C++): 1<sup>st</sup>

SEPTEMBER 2021 – DECEMBER 2021

Introduction to Critical Games Studies: 2:1

SEPTEMBER 2021 – DECEMBER 2021

Introduction to Game Development: 3<sup>rd</sup>

JANUARY 2022 – MARCH 2022

Algorithms and Data Structures (C++): 1<sup>st</sup>

JANUARY 2022 – MARCH 2022

Maths for Software Development: 1<sup>st</sup>

MARCH 2022 – JUNE 2022

Group Project (Year 1) (C#): 2:1

MARCH 2022 – JUNE 2022

Programming for Graphics (C++): 2:1

SEPTEMBER 2022 – DECEMBER 2022

Game Engine Development (C++): 1<sup>st</sup>

SEPTEMBER 2022 – DECEMBER 2022

Tools Programming (C++): 2:1

JANUARY 2023 – MARCH 2023

Artificial Intelligence for Games (C++): 2:2

JANUARY 2023 – MARCH 2023

Game Research Methods: 2:1

MARCH 2023 – JUNE 2023

Group Project (Year 2) (C#): 1<sup>st</sup>

MARCH 2023 – JUNE 2023

Games Development Masterclass (C#): 1st

MARCH 2023 – JUNE 2023

### HOBBIES

I enjoy football, running and motorsports. I also enjoy reading, video editing and computer gaming.

### REFERENCES

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

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

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

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