



RICHARD CASEY

Client-Facing Problem Solver | Business Support · Digital Tools

PROFILE

I'm a proactive and well-organised professional with a First-Class Honours degree and over 15 years' experience across retail management, client support, and internal system development. My background combines people-focused leadership with hands-on problem solving, enabling me to adapt quickly, take ownership of tasks, and support wider business goals with confidence.

Recently, I've built digital tools for charities, managed internal workflows, coordinated events, and supported service delivery through clear communication and attention to detail. I thrive in fast-paced environments and bring a practical, solutions-focused mindset to every challenge.

SKILLS

Communication & Admin

Diary Management · Event Planning
Client Engagement · Written Communication
Team Coordination · Internal Reporting

Marketing & Client Tools

Social Media Support · CRM Systems (Airtable)
Website Updates · Content Gathering
Charity Comms · Lead Research

Digital & Technical

Microsoft Office · Outlook · Airtable
Workflow Automation · WPF · React
Debugging · Git · Visual Studio

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:

- Achieved a First in my final-year Honours Project: Stock and Shop – a retail simulation game focused on customer behaviour, stock management and sales trends. Nominated for the 2024 TIGA awards.
- Delivered additional projects involving internal systems, secure login platforms and user-focused desktop tools.
- Developed strong self-management, problem solving and documentation skills through individual coursework and group work.
- Studied core principles of logic, UX, planning and iterative development across both technical and creative modules.
 - 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

SELECTED WORK HIGHLIGHTS

Encompass Work Tracker

Internal Workflow App for Charity

Created a desktop app to replace Airtable, improving how casework was tracked and managed internally. Included features like contact logs, multi-tab workflows, and built-in logic to improve GDPR compliance and team usability.

↳ [\[View project on GitHub\]](#)

The Other-Half Hub Website

Wellbeing Resource Platform

Designed and built a public-facing digital hub to replace limited third-party tools. Focused on clear content layout, service signposting, and an easy-to-navigate structure aimed at supporting new fathers and partners.

↳ [\[View project on GitHub\]](#)

Stock and Shop

Retail Simulation (University Project)

Final-year project simulating stock control, customer behaviour, and store performance. Developed as a business logic exercise and nominated for the 2024 TIGA Awards.

↳ [\[View project on GitHub\]](#)

Secure Login System

Role-Based Access Control

Built a secure internal login tool with user roles and protected access to records. Used as part of a wider workflow system to ensure data integrity and privacy across the application.

↳ [\[View project on GitHub\]](#)

COURSES

BSc (Hons) Games Development (Programming)

University of Suffolk – 2021 to 2024

Selected Modules:

- Professional Practice – Secure system design, user access control, and GDPR-conscious app development
- Portfolio – Planning and delivering real-world tools with stakeholder feedback
- Honours Project – Business-focused simulation game exploring customer logic and sales workflows
- Team Projects – Coordinated planning, delivery, and presentation of multi-person software builds
- Maths for Software Development – Strong foundation in logic, structures, and systems thinking

PROFESSIONAL STRENGTHS

- Confident communicator with experience across digital, client-facing, and retail settings
- Quick to learn new tools and adapt to internal processes
- Strong attention to detail in both planning and delivery
- Comfortable balancing priorities, managing diaries, and meeting deadlines
- Practical, grounded approach to solving everyday problem

OUTSIDE INTERESTS

Outside of work I'm into motorsports, football, and side projects — often coding, researching UX trends, or building practical tools for fun. I enjoy learning independently and trying out new software or workflows just to see what they're capable of.

REFERENCES

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