

# Ryan Croucher

+64 27 748 3264 | [ryan\\_croucher@hotmail.com](mailto:ryan_croucher@hotmail.com) | [github.com/ryancroucher](https://github.com/ryancroucher)

I am a determined student with a genuine passion for programming and problem solving, aiming to prove myself in a software development role. To this role I will bring my drive, commitment and aptitude for learning to quickly become a valuable asset to any team.

## EDUCATION

### UNIVERSITY OF CANTERBURY

#### BSc MAJOR IN COMPUTER SCIENCE

June 2020 | Christchurch, NZ

Graduating June 2023

Focus on courses related to:

- Data Structures and Algorithms
- Software Engineering

GPA (beginning 2020): 9.0 / 9.0

### RANGIORA HIGHSCHOOL

Grad. 2011 | Canterbury, NZ

NCEA Level 3 with Merit

## SKILLS

### TECHNICAL SKILLS

Proficient with:

Python 3 • Java • Object Oriented Design  
Unity Game Engine • UML / Use Case Diagrams

Familiar with:

JavaScript (ES6) • C# • Git • Linux • MySQL •  
Client - Server Networking

### SOFT SKILLS

- Communication of programming and DSA concepts.
- Discuss solutions to programming problems with other students in labs.
- Aiming at being a tutor for Maths and a few Computer Science courses in semester 2 2021.

## WORK EXPERIENCE

### COMPUTER SALES

#### HARVEY NORMAN SALESPERSON

2016 - 2020 | Christchurch, NZ

- Worked in a tight-knit team to achieve KPIs.
- Maintained in depth knowledge of latest tech products.
- Provided a supplementary role as a hardware/software technician.
- Interfaced closely with customers to match their needs to a solution.

## TECHNICAL PROJECTS

### HACK AND SLASH COMPUTER GAME | [WEBSITE](#)

2019 - Present

- Built computer game prototype written in C# using the Unity Game Engine.
- Utilises OO design and extensive use of the Entity Component System.
- Includes the use of emergent AI behaviours to facilitate squad cohesion and a base tactical layer.

### PERSONAL DISCORD BOT | [GITHUB](#)

Late 2020

- Built a personal discord bot written in Python 3.
- Fully automated and continuously deployed on the cloud.
- Various features useful to my friends and myself.
- Store and retrieve text, simulate quotes using Markov Chains.
- Dice rolling and web-scraping, useful for tabletop gaming.

### GAME MODIFICATIONS | [PROJECT LIST 1](#) | [PROJECT LIST 2](#)

2009 - 2011

- Coded multiple popular mods along with an artist friend for the game Mount&Blade.
- Includes a multiplayer mod with extensive client-server networking scripts.
- More than 50,000 cumulative downloads.

## CLUBS

### PROGRAMMING CHALLENGE WORKSHOP

2021 | University of Canterbury

- A competitive programming club that holds lessons and contests on algorithmic programming problems.
- Work together in a small team with one computer.
- Aiming to compete in regional and national contests, as well as ICPC.

## REFERENCES

### KOUROSH NESHATIAN (PHD), SENIOR LECTURER AT UNIVERSITY OF CANTERBURY

[kourosh.neshatian@canterbury.ac.nz](mailto:kourosh.neshatian@canterbury.ac.nz)

+64 3 369 2455

### SUNNY SINGH, PROPRIETOR AT HARVEY NORMAN HORNBY COMPUTER DEPARTMENT

[sunny.singh@nz.harveynorman.com](mailto:sunny.singh@nz.harveynorman.com)

+64 3 344 8100

+64 21 167 7738