# CV

## Contact Details

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## Profile

I am currently studying computer games programming and am nearing the end of the 3rd year of my course. During university I have consistently been working to a first as well as earning a dean’s award. I would cherish a chance to further develop my skills in a real-world project where I can learn from other experienced colleagues.

## Work Experience

### University of Derby – Student Lab Assistant (2020/09 - Present)

Helped a range of students with different programming related issues, aiding and teaching them how to resolve them.

### ITP Aero – Placement Programmer (2019/06 – 2020/08)

* Roughly halved RAM requirements for large user models. Project focussed on removal of duplicate data between Java and C++, moving to a model where instead the data is stored C++ side, and then accessed via JNI when it is needed in Java.
* Overhauled C++ string generation system that recreates user models to be more readable.
* Used a mix of MKS and git for source control. Git for local work on my machine, and MKS for the version control between the team.
* Made the software more stable by fixing numerous bugs between the Java and C++ side of the project, testing the bug fixes as I implemented them, often adding JUnit tests where possible.
* Produced code following a consistent code style for ease of readability between developers.
* Discovered helpful design patterns through exposure to them in the existing codebase, causing me to implement them in some of my personal work.

### Tesco – Checkouts, Grocery, and Warehouseman (2015/10 – 2019/06)

* Checkouts have given me the opportunity to talk to many people in a day, making myself much more confident and less shy when talking to people.
* Grocery had me working as part of a team ensuring the shop floor is stocked and clean, communicating with the team to ensure we are evenly covering the shop.
* Co-ordinated with delivery drivers to ensure that the contents can be unloaded timely, with other colleagues joining the process where required.
* Proposed solutions to make the process of unloading delivery wagons quicker, which have been implemented successfully and shown to be effective.
* Managed time effectively between maintaining a tidy warehouse, clearing waste products, and unloading deliveries.

## Education

### University of Derby – Computer Games Programming with Placement (2017 – Present)

* Throughout the course I have developed programming skills from a variety of modules, this has exposed myself to C, JavaScript, CSS, HTML, REST API, MySQL/PostgreSQL, and Unreal Engine. Whilst more heavily I have learned C++, C#, and Unity.
* Learned many computer science fundamentals such as data structures, hex, binary, set math, vector math, matrix math, and human computer interaction regarding good design and harmful designs.
* Team based modules on the course have helped expose me to git and GitHub, using them to collaborate with other members, maintaining one source version.

### Earlier Education

* Chesterfield college (2016-2017), games and apps development. Achieved D\*D\*. Learned some basic programming fundamentals through Construct 2, as well as photoshop.
* Tupton Hall Sixth Form (2014 – 2016). A-level studies into mathematics, further mathematics, and physics.
* Tibshelf Secondary School (2009-2014). 8GCSE’s A\*-D, with an A\* in maths, B in English, and an A in triple sciences.

## Other Skills

* Team lead for final year game development project, involved setting up methods for the group of 9 to communicate effectively under work from home conditions such as Trello, and Discord, as well as leading group meetings.
* Developed a few personal game projects in Godot utilising GDScript a python like language.
* C# and Unity to develop personal game projects, learned to love some features of C# such as extension methods.
* Light understanding of Unity shader graph with the high-definition render pipeline
* Microsoft Access used to create forms, queries and reports connected to an SQL backend.
* C++ and win32 API calls to create a 3D wireframe renderer. Also used with directx11 for a game engine featuring terrain from a blend map and height map.
* Worked on projects during industrial work placement as part of a small team.