

# Ryan Cole

+44 7958458868 | ryancole02@yahoo.co.uk | watchamacall.co.uk

## **Personal Statement**

A skilled programmer possessing expertise in utilising both pure C++ and a Hybrid approach with Blueprints and creating Scripts in C# for the Unreal and Unity Engines respectively. Proficient in manipulating Git and taking advantage of Agile methodologies to successfully develop projects with the assistance of Kanban board software such as Trello.

## **Previous Projects**

### **Hole In The Wall**

Having signed up to compete in "Search For a Star 2023", all contestants were given an incomplete game with mechanics and had to continue on from it to create a game that could be played from beginning to end. Commenting the original codebase to understand how it worked allowed for modifying the code to shape it into a unique mechanic. This allowed for the challenge to be completed successfully within the time limit.

### **MindSlayer**

In the Third Year of University, a Team game had to be made, Unreal Engine 5.0 was the engine chosen. Creating the Parkour System was the most challenging task given. By utilising Flowcharts and Describing each part of the mechanic using comments allowed for a clear understanding of how each part of the mechanic worked. This alongside feedback, allowed for the system to be enhanced where needed and the controls to feel smooth.

## **Education**

### **Falmouth University**

2020-2023

BSc(Hons) Computing For Games

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### **South Devon College**

2018-2020

BTEC Extended Diploma in Computing  
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## **Skills**

### **Language**

English - Native

Polish - Elementary

### **Computing Skills**

### **Languages**

C++

C#

### **Engines**

Unreal

Unity

### **Version Control**

Git

### **Software Development Paradigms**

Scrum

Agile

Trello