

Ryan Cole

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Personal Statement-----

After using Python, I decided to become a programmer and programming games seemed to be the perfect fit for me, utilising what I had learnt, I started coding in Unity using C# and eventually went to Falmouth University and did the Computing for Games course. By the end of the course, I gained C++ experience within Unreal as well as using Git and created several projects showing off what I have learnt using both C++ and C#, all of which using version control. My favourite project is the AI that can teach itself to drive using the Deep Q Reinforcement Learning algorithm.

Experience

Deep Q Driving AI

Utilising C# and research papers, I created an AI that can teach itself to drive around a track that I created. This AI uses the Deep Q Reinforcement Learning algorithm to achieve this.

Year 3 Game

As one of the two programmers, I had to step up and show what I was made of. The parkour system and AI was designed and created from scratch. Git was a very important part of this project since everyone had to have the latest version. I had to assist people if they had any Git errors as well.

Education

Falmouth University

2020-2023

BSc(Hons) Computing For Games

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South Devon College

2018-2020

BTEC Extended Diploma in Computing
D*D*D*

South Devon High School

2016-2018

GCSEs

English Language + Literature – 5

Maths – 6

Science – 6

Computer Science – 5

Photography – 5

Digital Media – 6

--Skills

Language

English – Native

Polish – Elementary

Computing Skills

Languages

C++

C#

Engines

Unreal Engine 4 + 5

Unity

Version Control

Git