

Ryan Cole

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Personal Statement

A competent programmer with knowledge in mixing blueprints with C++ and creating custom editor scripts in C# for the Unreal and Unity engines respectively. Knows how to use Git to the fullest and utilising the Agile methodology to efficiently develop scripts.

Previous Projects

Deep Q Racing AI

For one of my modules, I had to create an AI. Following this I chose to create an AI that would teach itself to drive around a track using the Deep Q Reinforcement Policy. One of the issues I overcame was translating the mathematical equations found within articles and research papers into actual code. The result was an AI that taught itself to drive along a track and a project I can feel proud of.

Year Three Game

For my third-year game I worked in a team as one of two programmers, one of the mechanics I had to program was the parkour system, one of the issues I faced was exactly how to go about creating the system and making it fluid, I resolved this by creating flowcharts regarding how each part would work and following them I implemented them into the game and with tweaks here and there it worked smoothly.

Skills

Language

English - Native
Polish - Elementary

Computing Skills

Languages

C++
C#

Engines

Unreal
Unity

Version Control

Git

Software Development Paradigms

Scrum
Agile
Trello

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*