



RYAN MOAKES – SOFTWARE & GAMES DEVELOPER

Stoke-on-Trent, Staffordshire ST4 2BB • 07733775525 • therealryanlabs@gmail.com • [Digital Portfolio](#)

SUMMARY

Motivated Programmer with a passion for problem-solving and optimisation. Navigates new and difficult situations.

Second year student studying **Games Programming** at University of Staffordshire.

EDUCATION

Bachelor of Science (Hons)
Games Programming, 2023 – Current

University of Staffordshire – Stoke-on-Trent

- 82% First Year Marks
- Coursework in **C++** and **C#**
- Coursework in Games Design and Games Programming

Pearson National Extended Diploma : Game's Design / Development – Distinction* Distinction* , 2021 – 2023

Haivering Sixth Form College
Hornchurch, London

- Coursework in Games Design & Development
- Fundamentals of Game Design Practice
- Knowledge of **C#**
- Knowledge of 3D Modelling software

8 GCSE's, 2016 – 2020
Sanders School – Hornchurch, London

- English/Math/Science **4 - 7**

HOBBIES & INTERESTS

- Game Design
- Games Programming
- Intense **Video Game RPGs**
- Modern Film Techniques
- Programming in **C++**

RYANLABS LINKS:

- <https://ryanlabs.my.canva.site/>
- <https://ryanlabs.itch.io/>
- <https://github.com/ZWolferZ>
- <https://www.linkedin.com/in/ryan-moakes-9735b5332/>



WORK EXPERIENCE

- Course Representative**, 09/2023 – Current
- University of Staffordshire** – Stoke-on-Trent, Staffordshire
- Led **initiatives** to increase student **engagement** through interactive workshops and seminars.
 - Represented course peers in faculty meetings to **communicate** collective academic concerns and suggestions.
 - Organised regular **feedback** sessions with students to identify areas for course improvement and enhancement.
 - Facilitated **communication** between students and faculty, acting as a liaison to address academic issues.

SKILLS

- **Source Control (GitHub)**
- **.NET Framework Programming**
- **Cross-Platform testing**
- **Cross-Platform Development**
- APIs integration
- Project Management
- Microsoft Office proficiency
- Professionalism
- Student Mentoring
- Report Writing
- Presentation Skills
- Creative problem-solving
- Artificial intelligence applications
- **C++ language**
- **C# language**
- **Unreal engine**
- **Unity software**
- **Bespoke Platform Development**
- **OpenGL**
- **DirectX11**
- **SDL Utilisation**
- Game Physics implementation
- Software debugging
- Mechanic Development & Prototyping
- Graphics Programming
- Multiplayer Games Development

KEY PROJECT – [DIRECTX11](#)

A key project of mine which allowed me to further develop my skill-set and usage of graphics programming was my **DirectX11** project. My project, which resulted in a real-time graphics simulation, covered the entire rendering pipeline and transformation pipeline.

This meant I learnt detailed knowledge about **graphics programming** using debugging programs like **RenderDoc**, which allowed me to see my application in real time.

PROJECTS

- **[Past Resurrection](#)**
Solo Project
The first RyanLabs game made entirely from **C++** and **SDL**, a **bespoke** design made for a Evercade EXP handheld console where a cartridge was used to load the game on the console - no engine was used in the creation of the game.
- **[RyanLabs Simulation V54](#)**
Solo Project
A simple graphics simulation only utilising **OpenGL** (1.0) and **C++**.
- **[Hotel Eternity](#)**
Solo Project
My first true 2D indie game that has a complete story and game loop with fun, engaging mechanics.
- **[Claustrophobia](#)**
Solo Project
A simple 3D platformer where the player must escape before being crushed, this was the first 3D game I ever made by utilising the **Unity** Engine.
- **[Colour Panel Prison](#)**
Lead Programmer in Team Project
A simple 3D puzzle game that requires the player to match colours, this was my first **collaborative project** working in a team and the game was made in under 3 days.