



RYAN MOAKES

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SUMMARY

Motivated Programmer with a passion for problem-solving and optimisation. Navigates new and difficult situations gracefully and delivers to ambitious targets + tight deadlines.

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

Havering 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 Language – 5
- Mathematics – 5
- Science – 7/7
- Creative Imedia – M2
- English Literature – 6
- History – 5
- Design and Technology – 4
- Business – 4

HOBBIES & INTERESTS

- Game Design
- Games Programming
- Intense Video Game RPGs
- Modern Film and Media

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.
- Established strong relationships with faculty and students, fostering a collaborative and supportive community.

SKILLS

- **Source Control (GitHub)**
- **.NET Framework Programming**
- **Cross-Platform testing**
- **Cross-Platform Development**
- Project Management
- Microsoft Office proficiency
- Professionalism
- APIs integration
- Student Mentoring
- Report Writing
- Presentation Skills
- Analytical thinking
- Process optimisation
- Creative problem-solving
- Artificial intelligence applications
- **C++ language**
- **C# language**
- **Unreal engine**
- **Unity software**
- **Bespoke Platform Development**
- **Real-Time Rendering (OpenGL + DirectX11)**
- **SDL Utilisation**
- Game Physics implementation
- Game Design understanding
- Visual studio IDE
- 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](#)

Lead Programmer

The first RyanLabs game made entirely from C++ and SDL, a bespoke design made for a proprietary 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](#)

Lead Programmer

A simple graphics simulation only utilising OpenGL 1 and C++.

• [Hotel Eternity](#)

Lead Programmer

My first true 2D indie game that has a complete story and game loop with fun, engaging mechanics.

• [Auto Ants](#)

Lead Programmer

My spin on a Colony Management 2.5D game complete with a 3D animated trailer, Soundtrack and mechanics.

• [Claustrophobia](#)

Lead Programmer

A simple 3D platformer where the player has to 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

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.