



RYAN MOAKES – SOFTWARE & GAMES DEVELOPER

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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.

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.

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/Math/Science **4 - 7**

SKILLS

- **Source Control (GitHub)**
- **.NET Framework Programming**
- **Cross-Platform testing**
- **Cross-Platform Development**
- APIs integration
- Project Management
- Microsoft Office proficiency
- Professionalism
- **C++ language**
- **C# language**
- **Unreal engine**
- **Unity software**
- **Bespoke Platform Development**
- **OpenGL**
- **DirectX11**
- **SDL Utilisation**

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.

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/>

[yan-moakes-9735b5332/](https://www.linkedin.com/in/ryan-moakes-9735b5332/)



REFERENCES AVAILABLE UPON REQUEST