

RYAN MOAKES - SOFTWARE & GAMES DEVELOPER

Second year student studying Games Programming at University of Staffordshire.

Digital Portfolio: https://ryanlabs.my.canva.site/

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GitHub: https://github.com/ZWolferZ

SUMMARY

A passionate software and game developer that has been creating, testing and designing for years.

EDUCATION

Bachelor of Science (Hons)

Games Programming, 2023 – Current

University of Staffordshire – Stoke-on-Trent

- Coursework in C++ and C#
- Coursework in Games Design and Games Programming

Pearson National Extended Diploma

Game's Design / Development, 2021 – 2023

- Fundamentals of Game Design Practice
- Knowledge of C#
- Knowledge of 3D Modelling software

8 GCSE's: 2016 - 2020

- Maths Grade 5 (B)
- English Grade 5 (B)

HOBBIES & INTERESTS

- Game Design
- Games Programming
- Intense Video Game RPGs
- Modern Film Techniques
- Programming in C++
- Dungeons and Dragons
- Devoting countless hours to make a number increase by 0.1%

Inspirations:

- Celeste
- Destiny (1 & 2)
- Shadow of the Colossus
- Super Mario Galaxy (1 & 2)

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

- C++ language
- C# language
 - Unreal engine
 - Unity software
 - Bespoke Platform Development
 - OpenGL
 - DirectX11
 - SDL Utilisation

KEY PROJECT – DIRECTX11

- Learnt the Rendering Pipeline Understanding HLSL and Basic Shaders
- ❖ Understanding Debugging software (*RenderDoc*) ❖ Vector and Matrix Mathematics
- ❖ Learning Implementation of Real-Time Techniques ❖ Registries and Buffers Usage
- ❖ Building a Graphical Application From Scratch ❖ Time Managed Progress

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. Learnt to time manage more effectively and efficiently.

GAMEJAMS

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

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.

REFERENCES AVAILABLE UPON REQUEST