

# RYAN MOAKES — SOFTWARE & GAMES DEVELOPER

Third year student studying Games Programming at University of Staffordshire.

Digital Portfolio: <a href="https://ryanlabs.my.canva.site/">https://ryanlabs.my.canva.site/</a>

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#### 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#.
- Communicative and Collaborative Development.

### <u>Pearson National Extended</u> <u>Diploma</u>

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.
- Collaborating with Friends.

### Inspirations:

- Celeste
- ❖ Destiny (1 & 2)
- Shadow of the Colossus
- Super Mario Galaxy (1 & 2)
- Dark and Darker

### RYANLABS LINKS:

https://ryanlabs.my.canva.site/ https://ryanlabs.itch.io/

https://github.com/ZWolferZ

https://www.linkedin.com/in/ryan-moakes-9735b5332/



### **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++**. This project was my first time learning and engaging with graphics rendering pipeline.

\* 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.

## KEY PROJECT - <u>DIRECTX12 RAYTRACER</u>

- ❖ Modern Graphics API Usage ❖ Understanding the Raytracing Pipeline
- Using Complex Debugging software (Nsight)
  Vector and Matrix Mathematics
- ❖ Learning Implementation of Real-Time Raytracing ❖ Registries and Buffers Usage
- ❖ Building a Graphical Application From Scratch ❖ Using Command Lists

### **SKILLS**

- Source Control (GitHub)
- .NET Framework Programming
- Cross-Platform testing
- Cross-Platform Development
- ❖ APIs integration
- Problem Solving
- Teamworking
- Communication

- C++ languageC# language
- ❖ Unreal engine
- Unity software
- Bespoke Platform Development
- ❖ OpenGL
- ❖ DirectX11 & 12
- Hands-on Raytracing

### **WORK EXPERIENCE**

Course Representative, 09/2023 – Current Staffordshire Students' Union – Stoke-on-Trent, Staffordshire

- Led initiatives to increase student engagement through interactive 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.

### **GAMEJAMS**

Claustrophobia

Solo Project - 1 Week

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

<u>Lead Programmer in Team – 2 Days</u>

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