RYAN MOAKES – *SOFTWARE & GAMES PROGRAMMING*

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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.

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* 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**

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.