

Charles Ringer

Personal Details

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Work Experience

May 2012 - Sept 2014	Junior Programmer - Stainless Games Ltd. In this role my main duty was writing LUA scripts which controlled various in game aspects. Additionally, I was responsible for determine heuristic values for game elements that were used by the AI. I was also responsible for various markup duties such as writing XML files and SFX scripting. Finally, part of my role involved importing and exporting card and translation data from our database and working with files sent from external partners. Published Titles: Magic Duels: Origins, Magic the Gathering: Duels of the Planeswalkers 2015, Magic the Gathering: Duels of the Planeswalkers 2014
June 2011-May 2012	Quality Assurance Tester - Stainless Games Ltd. Whilst a QA Tester I was responsible for ensuring the games we produced were bug free. This involved testing the game, reporting bugs and then retesting these bugs once fixed. Key skills for a member of QA include; attention to detail, creative thinking, strong team skill and good use of initiatives. Published Titles: Carmageddon iOS, Magic the Gathering: Duels of the Planeswalkers 2013, Magic the Gathering: Duels of the Planeswalkers 2012

Education

Current	BSc in Computer Science, Goldsmiths, University of London Predicted Grade: 1 st Class Honours. 3 rd year modules: Machine Learning, Artificial Intelligence, Game AI Programming, Data Mining.
July 2009	6 th form, Carisbrooke High School A Levels - History: A, Sociology: A, Classic Civilisations: C AS Levels - Law: C, Citizenship: C, Chemistry: D, Physics: E
July 2006	GCSE, Carisbrooke High School 13 GCSEs at Grades A-C including Mathematics and English.

Programming Languages

Proficient at: C++, C#, Java
Knowledge of: PHP, MySQL, Python, JavaScript, HTML, CSS, LUA

Interests and Activities

I enjoy both playing board games and spending time designing games, favorites include Android: Netrunner and games by Uwe Rosenberg. I am also a committee member for my university tech society, Hacksmiths, and attend and help organise and run both weekly talks and larger Hackathons and Game Jams.