

Charles Ringer

Personal Details

Location: London, UK email: me@charlieringer.tech
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Work Experience

June 2017 - Aug 2017	Research Assistant - Goldsmiths, University of London Duties: <ul style="list-style-type: none">• Short 12 week research project applying Conceptual Blending Theory to Video Games• Used the VGDL framework and C# to develop a tool to generate a complete blend space for two games.
May 2012 - Sept 2014	Junior Programmer - Stainless Games Ltd. Duties: <ul style="list-style-type: none">• Writing LUA scripts which controlled various in game aspects.• Determining heuristic values for game elements that were used by the AI.• Responsible for various markup duties such as writing XML files and SFX scripting• 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. Duties: <ul style="list-style-type: none">• Responsible for ensuring the games we produced were bug free• Involved testing the game, reporting bugs and then retesting these bugs once fixed• Key skills include; attention to detail, creative thinking, strong team skill and good use of initiative Published Titles: Carmageddon iOS, Magic the Gathering: Duels of the Planeswalkers 2013, Magic the Gathering: Duels of the Planeswalkers 2012

Education

Current	PhD/MPhil in Intelligent Games and Games Intelligence, Goldsmiths, University of London Research Topic: Affect Aware Procedural Content Generation.
July 2017	BSc in Computer Science, Goldsmiths, University of London First Class Honours (87% overall). Third year modules: Machine Learning, Artificial Intelligence, Game AI Programming, Data Mining.
July 2009	Sixth 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, favourites 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.