

CHARLES RINGER

Personal Details

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Work Experience

Feb 2019 Jan 2019	Intern Technology Developer - Bossa Studios Duties: <ul style="list-style-type: none">- Short 8-week internship investigating applications of my PhD research in a games studio.- Informed my ongoing research and enabled me to better understand the future direction of my work
Aug 2017 June 2017	Research Assistant - Goldsmiths, University of London Duties: <ul style="list-style-type: none">- 12 week funded research project applying analogy based conceptual blending theory to video games design.- Used the Video Game Description Language framework and C# to develop a tool to generate the blend space for two input games.
Sept 2014 May 2012	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. <p>Published Titles: Magic Duels: Origins, Magic the Gathering: Duels of the Planeswalkers 2015, Magic the Gathering: Duels of the Planeswalkers 2014</p>
May 2012 June 2011	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 <p>Published Titles: Carmageddon iOS, Magic the Gathering: Duels of the Planeswalkers 2013, Magic the Gathering: Duels of the Planeswalkers 2012</p>

Education

Current	PhD/MPhil in Intelligent Games and Games Intelligence, Goldsmiths, University of London Research Topic: Multi-view emotional and behavioural modeling of video game streams .
June 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.

Programming Languages

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

Selected Projects & Games

- Starwing Genetica - A space themed dog fighting game which uses a Genetic Algorithm for spawning new enemies.
- Monte - A Monte Carlo Tree Search and Deep Reinforcement Learning library for abstract board games made for Unity.
- Goro-Goro Dobutsu Shogi - An implementation of a Japanese game which used an MCTS AI to provide a challenging opponent.
- Code Noir - An spy themed game exploring using a mixture of action elements and puzzles to create compelling gameplay.

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.