

# Charles Ringer

## Personal Details

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## Work Experience

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May 2012 - Sept 2014	<b>Junior Programmer - Stainless Games Ltd.</b> Duties: <ul style="list-style-type: none"><li>• Writing LUA scripts which controlled various in game aspects.</li><li>• Determining heuristic values for game elements that were used by the AI.</li><li>• Responsible for various markup duties such as writing XML files and SFX scripting</li><li>• Importing and exporting card and translation data from our database and working with files sent from external partners.</li></ul> <b>Published Titles:</b> Magic Duels: Origins, Magic the Gathering: Duels of the Planeswalkers 2015, Magic the Gathering: Duels of the Planeswalkers 2014
June 2011-May 2012	<b>Quality Assurance Tester - Stainless Games Ltd.</b> Duties: <ul style="list-style-type: none"><li>• Responsible for ensuring the games we produced were bug free</li><li>• Involved testing the game, reporting bugs and then retesting these bugs once fixed</li><li>• Key skills include; attention to detail, creative thinking, strong team skill and good use of initiative</li></ul> <b>Published Titles:</b> Carmageddon iOS, Magic the Gathering: Duels of the Planeswalkers 2013, Magic the Gathering: Duels of the Planeswalkers 2012

## Education

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

## Programming Languages

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

## Interests and Activities

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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.