

# Charles RINGER

## PERSONAL DETAILS

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GITHUB: <https://github.com/cring002>

## WORK EXPERIENCE

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| <i>May 2012 - Sept 2014</i> | <b>Junior Programmer - Stainless Games Ltd.</b><br>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. |
| <b>JUNE 2011-MAY 2012</b>   | <b>Quality Assurance Tester - Stainless Games Ltd.</b><br>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.   |

## PUBLISHED TITLE CREDITS

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Junior Programmer (Credited as Card Functionality and Data Integration):

- Magic Duels: Origins
- Magic the Gathering: Duels of the Planeswalkers 2015
- Magic the Gathering: Duels of the Planeswalkers 2014

Quality Assurance Tester:

- Magic the Gathering: Duels of the Planeswalkers 2013
- Magic the Gathering: Duels of the Planeswalkers 2012
- Carmageddon iOS

## EDUCATION

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| <b>CURRENT</b>   | <b>BSc in COMPUTER SCIENCE, Goldsmiths, University of London</b><br>Predicted Grade: 1 <sup>st</sup> Class Honours.<br>3 <sup>rd</sup> year modules: Machine Learning, Artificial Intelligence, Game AI Programming, Data Mining. |
| <b>JULY 2009</b> | <b>A Levels, Carisbrooke High School</b><br>History: A<br>Sociology: A<br>Classic Civilisations: C  |
| <b>JULY 2006</b> | <b>GCSE, Carisbrooke High School</b><br>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

## ACADEMIC PROJECTS

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Academically, I am most interested in Games and Artificial Intelligence for Games. Specifically, I am interested in both general game playing AI agents and how Machine Learning can be used in order to personalise a game play experience in terms of difficulty and generated content. This is evident in the types of projects I have worked on during my undergraduate degree. A selection, available on my GitHub page, include:

- Leylines - A turn based card game with a novel fitness-based proportion selection AI
- Goro-Goro Dobutsu Shogi - A C++ implementation of this game along with a Monte Carlo Tree Search AI
- Code Noir - A collaborative project which blends puzzles with top down exploration with a cyber punk theme.
- A Unity based Monte Carlo Tree Search tech demo in which I developed a strong MCTS AI to play two different abstract 2 player games.
- MONTE: A general game playing AI Library for 2-Player Abstract games using Monte Carlo Tree Search and Deep Learning. This is my final year project and as such is a work in progress

## INTERESTS AND ACTIVITIES

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- I enjoy both playing board games and spending time designing games.
- I am also a committee member for my university tech society and help organise and run both weekly talks and larger Hackathons and Game Jams.

## REFERENCES

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Stuart Bayliss  
Game Director  
Stainless Games Ltd  
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