

Ryan Gabriel De Guzman Lacadin

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Profile

I am a BSc graduate in Computer Games Programming and current Zurich International intern, and I am seeking a job opportunity in the IT sector to grow and expand my knowledge into various aspects of computing. I have strong skills in C++ and C# accompanied with a passion for computing. As a Business Change & IT intern at Zurich, I have had the opportunity to learn about AS400 and the systems surrounding it.

Work Experience TEST

Summer Intern – Business Change & IT – Zurich International, Douglas, Isle of Man
Jun 2024 – Dec 2024 (30 Weeks)

- Exposed to various roles of Zurich's Business Change & IT department. This includes AS400/IBMi developers, PC developers, Test teams, Business Analysts, Project Managers, IT Infrastructure teams.
- Developed a new cost model for use in future years.
- Part of project to update EOL systems to .NET Framework 4.8 and O365.
- Charity Community Project with other interns for the Children's Centre.

Summer Part Time – Café Assistant – Riley's Garden Centre, Douglas, Isle of Man
Jul 2022 – Sep 2022 (10 Weeks)

- Assisted in general kitchen services, table service, till service and barista service.
- Gained customer service skills and improved on communication skills, improved on being able to work under pressure and improved my teamwork skills by working with other café staff.

Summer Intern – IT Assistant – Government Technology Services, Douglas, Isle of Man
Aug 2019 (4 Weeks)

- Assisted in the research and development of improving the internship experience for future interns at Government Technology Services.
- Gained office workplace experience and learnt professional communication etiquette.
- Improved on my communication skills by being open to ask for help and doing weekly reports to my supervisor.
- Learned time management and always completing work set by the given deadlines.

Education TEST

De Montfort University, Leicester	BSc Computer Games Programming – Upper Second Class (2:1)	Oct 2020 – Oct 2023
De Montfort University, Leicester	Year 3: Computer Shader Programming (C++ OpenGL) Class (2:1)	Oct 2020 – Oct 2023
Year 3:	Advanced Shader Programming (C++ OpenGL)	
Year 3:	Shader Programming (C++ OpenGL) Class (2:1)	
Year 3:	Game Engine Architecture (C++ OpenGL)	
Year 3:	Mobile Robotics (CoppeliaSim Lua) + OpenGL	
Year 3:	Fuzzy Logic & KBS(AI) (C++ OpenGL)	
Year 3:	Development Project (CoppeliaSim Lua)	
Year 3:	Fuzzy Logic & KBS (AI)	
Year 2:	Development Object Oriented Programming in C++	
Year 2:	Artificial Intelligence for Simulation (C#)	
Year 2:	Artificial Intelligence for Simulation (C#)	
Year 2:	Introduction to Shaders (C++ OpenGL) in C++	
Year 2:	Physics Engine Programming (C++ OpenGL)	
Year 2:	2D Modelling to Maya (C++ OpenGL)	
Year 2:	3D Modelling (Maya) (C++ OpenGL)	
Year 2:	Applied Mechanics Programming (C++ OpenGL)	
Year 2:	Object Oriented Programming in C++	
Year 2:	Mobile Games (Unity C#)	
Year 1:	Object Oriented Programming in C++	
Year 1:	Computer Games Networks (Unity C#)	
Year 1:	Computer Law and Cyber Security	
Year 1:	Computer Law and Cyber Security	
Year 1:	Intro to Object Oriented Programming C++	
Year 1:	Game Prototype Development	
Year 1:	Computer Prototype Development	
Year 1:	Computer Object Oriented Programming C++	
Year 1:	Computer Systems Oriented Programming C++	
Year 1:	Game Ethics Development	
Year 1:	Computer Ethics Development	
Year 1:	Introduction to C++	
Year 1:	Game Architecture and Design	
Year 1:	Game Architecture and Design	
Year 1:	Introduction to C++	
Ballakermeen High School, Douglas, Isle of Man	High School Diploma, Isle of Man	Sep 2013 – Jul 2020
A Levels: Computer Science (B), Further Mathematics (C), Music (B)		
A Levels: Computer Science (B), Further Mathematics (C), Music (B)		
GCSE: Computer Science (A), Maths (A), Practical Electronics (A), Science Co-ordinated (A), Science		
GCSE: Computer Science (A), Maths (A), Practical Electronics (A), Science Co-ordinated (A), Science		
Combined (A*), Media Studies (B), Business Studies (B), Mathematics (B), Music (A*), Statistics (C), Religious Studies		
Combined (A*), Media Studies (B), Business Studies (B), Mathematics (B), Music (A*), Statistics (C), Religious Studies		
GCSE: English (C), Science (A), Maths (A), Practical Electronics (A), Science Co-ordinated (A), Science		
GCSE: English (C), Science (A), Maths (A), Practical Electronics (A), Science Co-ordinated (A), Science		
Combined (A*), Media Studies (B), Business Studies (B), Music (A*), Statistics (C), Religious Studies		
Combined (A*), Media Studies (B), Business Studies (B), Music (A*), Statistics (C), Religious Studies		
(C) English (C)		

Skills

Hard Skills

- Hard Skills: C++, C#, Lua, and VBA
- Hard Skills: Microsoft Office Applications
- Hard Skills: Git version control
- Hard Skills: Testing and debugging
- Hard Skills: Agile and Waterfall
- Hard Skills: AI powered tools
- Soft Skills: Agile and Waterfall
- Soft Skills: AI powered tools

- Communication
- Teamwork
- Soft Skills: Time Management
- Adaptability
- Problem Solving
- Critical Thinking
- Time Management
- Adaptability
- Problem Solving
- Critical Thinking
- Critical Thinking