

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 Office 365.
- 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.

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Education

De Montfort University, Leicester	Oct 2020 – Oct 2023
BSc Computer Games Programming – Upper Second Class (2:1)	
De Montfort University, Leicester	Oct 2020 – Oct 2023
Year 3: Computer Shader Programming (C++ OpenGL) Class (2:1)	
Advanced Shader Programming (C++ OpenGL)	
Year 3: Game Engine Architecture (C++ OpenGL)	
Mobile Robotics (CoppeliaSim Lua) + OpenGL	
Fuzzy Logic & KBS (AI)	
Development Project (CoppeliaSim Lua)	
Fuzzy Logic & KBS (AI)	
Year 2: Advanced Object-Oriented Programming in C++	
Artificial Intelligence for Simulation (C#)	
Year 2: Introduction to Shaders (C++ OpenGL) in C++	
Physics Engine Programming (C++ OpenGL)	
3D Modelling (Maya) (C++ OpenGL)	
Applied Mechanics Programming (C++ OpenGL)	
Object Oriented Programming in C++	
Mobile Games (Unity C#)	
Object Oriented Programming in C++	
Year 1: Computer Networks (by C#)	
Computer Law and Cyber Security	
Year 1: Intro to Object Oriented Programming C++	
Game Prototype Development	
Computer Systems Oriented Programming C++	
Computer Ethics Development	
Introduction to C++	
Game Architecture and Design	
Introduction to C++	
Ballakermeen High school, Douglas, Isle of Man	Sep 2013 – Jul 2020

A Levels: Computer Science (B), Further Mathematics (C), Music (B)
GCSE: Computer 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 (C), English (C), Computer 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 (C), English (C)

Skills

Skills

Hard Skills

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

Soft Skills

AI powered tools

- Communication
- Teamwork

Soft Skills

- Adaptability
- Communication
- Problem Solving
- Teamwork
- Critical Thinking
- Time Management
- Adaptability
- Problem Solving
- Critical Thinking