

# Ryan Hughes CV

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[Portfolio](#)

[LinkedIn](#)

## Summary

I am a highly skilled and motivated computer science graduate with a 2.1 from the University of East Anglia. Skilled in programming with C# / C++ with hands-on experience with Unity, Unreal Engine, OpenGL, and GitHub. I possess strong problem-solving and communication skills. I am actively involved in personal projects, In Unreal Engine and in Unity.

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### Key & Core Skills

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| • C# / C++                    | • Game Programming | • Software Development |
| • GitHub                      | • UI Programming   | • Communication        |
| • Object-Oriented Programming | • AI Programming   | • Problem Solving      |
| • Unity, Unreal 4/5           | • Game Design      | • Decision Making      |
| • OpenGL                      | • Motion Capture   | • Leadership           |
| • HTML, CSS, JavaScript       | • Mathematics      | • Teamwork             |
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## Higher Education

Bachelor of Science with a 2.1 in Computer Science

## Related Experience Projects

### Third year project - Motion Capture in a video game. (9-month Project)

- This project required me to create a game with motion capture independently.
- Unity Game Engine
- Programming in C#
  - Game Mechanics, Gameplay, AI State Machine, UI Programming
- Motion capture and animations
- 3D modelling
- Game design

### Game Development module - Turn based game (13-week project)

- Teamwork – Working in a team of two, Communication, Decision making.
- Unreal Engine 5
- Programming using blueprints – due to rapid development in short period of time.
  - Game mechanics, UI Programming
- Game Design

### 2D and 3D Graphic projects (6 weeks for each project)

- These projects scope was to create a 2D game and 3D space simulator using OpenGL.
- OpenGL
- C++
- 3D Modelling in Blender, 2D sprites in Photoshop.

## Human Computer Interaction

- This project required me to create a front-end website using agile methodology and development planning and management.
- HTML, CSS, JavaScript.
- Teamwork

## Personal Projects

### Real-Time strategy Game (early development)

- I'm working on this game to show my skills and learn more about game development.
- Unreal Engine
- Game Design
- Programming C++
- UI Design and UI Programming

### Team project – Necromancer Princess

- Working on 2D game in Unity with friends from university.
- Unity
- Game Design
- Programming in C#
  - UI Programming, Game Mechanics
- Animation

### Third person shooter in unreal engine: Lung Game 3D

- This is my 2D Graphics OpenGL project being made in Unreal engine as a third person shooter.

For all my projects see my [Portfolio](#).

## Qualifications

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University of East Anglia: 2019 - 2023	Computer Science	Upper Second (2.1)
East Coast College: 2016 - 2019	BTEC IT Level 3 BTEC IT Level 2 GSCE English	Merits (MMM) Merits (MMM) C
East Coast Sixth Form: 2010 – 2013	Graphics Design A level Media Study A level Mathematics GSCE	C+ B C
Flegg High School: 2006 - 2010	GCSE IT GCSE Graphics Design GCSE Science GCSE Media studies	C C C C

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## Hobbies and interests

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| <ul style="list-style-type: none"><li>• Video Games</li><li>• Warhammer</li><li>• Anime</li><li>• Manga and comics</li><li>• Pop vinyl</li><li>• Dungeons and Dragons</li></ul> | <ul style="list-style-type: none"><li>• Gym</li><li>• Pets: Dog, lizard</li><li>• Programming</li><li>• Game Jams</li><li>• Building Computers</li><li>• Technology</li></ul> |
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References on request