Ryan Hughes
BSc 2.1

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I am a highly motivated and hardworking individual with a creative mindset, capable of productive working both as a collaborative team member and independently. My aspiration is to continue to learn and enhance my skills in a career I am passionate about, including programming, game development, animations and 3D modelling.

I hold a Bachelor of Science with a 2.1 in Computer Science, Ive acquired extensive experience during my four years at East Anglia University. I have developed and refined a multitude of professional and technical skills. This includes programming languages and how to use them for different applications such as games, website, mobile apps and databases.
Software development gave me understanding of the development of software and methodology used. Also working at Degree level mathematics for scientist and computing. My third-year project allowed me to develop more technical skills with motion capture and game development.

Related Projects

Third year project (Motion Capture in a video game).

This project involved, Project Management, Game Design, Level Design, UI Design, Programming, C#, 3D Modelling, Unity Input System, Unity Engine, Animations, Motion Capture Software and Hardware, Animations State Machine. Finite State Machine for AI behaviour. Collision detection on game objects such as the player and enemy weapons.

Game Development module

Unreal Engine, Blueprints, C++, Procedural Generation, Programming, Game Design, UI Design, Player Testing, Debugging, Game Mechanics: Turn based system, Dice roll system, Character Select, Ai Behaviour.

Human Computer Interaction

Team leader, Lo-fi prototyping, html, CSS, JavaScript , Agile methodology, development planning and management.

Graphics projects

Create a 2D game using OpenGL and a simulation game in 3D with OpenGL.

Key Skills		
Programming languages	**Software knowledge**	**Technical Skills**
• C++	• Unreal Engine	• Motion Capture
• C#	• Unity	• Animation Developer
• C	• Blender	• Animation Rigging
• Python	• Visual studio	• Game Programming
• Java	• Photoshop	• Game Design
• SQL	• Spyder	• Graphics Design
• NonSQL		• IT Skill

Core Skills	
• Communication	• Working as part of a team.
• Decision making	• Leadership
• Problem solving.	• Works well under pressure.

Education and Qualifications

University of East Anglia: BSc 2.1   **2019 – 2023**

Computing Science with a Foundation year

Year 3

Third Year Project, Motion Capture in a Game
Game Development
Ubiquitous Computing
3D Graphics
Human Computer Interaction

Year 2

Software Engineering
Programming 2
2D Graphics,
Architecture and Operating Systems,
Analogue and Digital Electronics.

Year 1

Computing Principles, Database Systems, Web-based Programming,
Programming, Mathematics for Computing, System Development.

Foundation Year

Foundation of Computing, Introduction to Computing for Business Mathematics for Scientists, Introductory Programming.

East Coast College   **2016 – 2019**

BTEC level 3 IT: MMM
BTEC level 2 IT: M

East Coast Sixth Form   **2010 – 2014**

A2 Graphic Design:
A2 Media Studies:
AS Photography:

Flegg High School   **2010**

GCSE results:

IT: C
Art: C
Graphics: C
Media Studies: C
Mathematics: C
English: C
Science: C

Personal Projects

Beyond education, I've explored personal projects, participated in game jams and contributed to a team-based development project and worked on smaller personal game projects to improve my skills in different game engines.

Third person shooter in unreal engine (mid development)

2D Unity game jam

Real Time strategy Game (early development)

Team project

Working on game with friends from university.

My role is game design, programmer, animation, Ui artist.

Work experience

McDonald's – crew member: working as a team   2011 – 2013.

Hobbies and interests

In my own time, I enjoy different hobbies like Warhammer, video games, comics, manga, Dungeon and Dragons, technology, game jams, pop culture, game development, fitness, walking dog, building computers. Personal tech support for family and friends

References and a link to my portfolio are available upon request.