RYAN WESTWOOD

CONTACT

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EDUCATION

B.S Computer Games Technology
Birmingham City University, UK
September 2019 – June 2023

SUMMARY

Dedicated and proactive C++ Gameplay/AI Programmer with 2 years of experience in the gaming industry. Proficient in designing, implementing, and fine-tuning game mechanics and AI behavior. Demonstrated ability to work collaboratively in team environments, striving for excellence and innovation in every project.

WORK EXPERIENCE

Junior Programmer | Rebellion| 2023 – 2024

- *Implemented advanced gameplay features with a primary focus on AI mechanics, introducing innovative enhancements to in-game enemy behaviors.*
- *Developed comprehensive documentation outlining the design and implementation of AI features, ensuring code quality and adherence to project standards through rigorous reviews.*
- *Actively participated in sprint planning meetings, providing regular updates on AI progress, and collaborating with team members to refine and optimize game mechanics for an enhanced gaming experience.*

Junior Programmer | Double Eleven | 2021 – 2022

- *Actively contributed to the Minecraft: Dungeons project by resolving bugs, optimizing platform-specific performance, and implementing innovative mechanics for existing bosses.*
- *Fostered a productive team environment through effective participation in daily meetings, delivering clear communication, and providing guidance to colleagues.*
- *Utilized industry best practices, including Pull Requests, methodologies, and bug tracking systems, to enhance project success.*

PROJECTS

BuildBuddy – 2023 (Docker)
- Streamlined self-hosted CI/CD for C/C++ projects. Tailored Windows/Linux environments.

Carlo's Dungeon Crusade – 2023 (C++)
- 2D action game with advanced AI, agile development, and smooth CI/CD.

Final Fantasy XIV Rotation Tool – 2022 (Python)
- Developed a visual real-time aid that helps players learn in-game rotations.

RenderBolt – 2021 (C++)
- Software renderer showcasing raytracing, multi-threading, and spatial data structures.

Unrealistic Engine 5 – 2021 (C++, OpenGL)
- C++ graphics showcase. Advanced techniques, ECS, billboards, skybox, GUI. Win/Linux support.

SKILLS

- Azure Dev Ops
- C++
- C#
- CI/CD
- CMake
- Command Line
- Docker
- Git Bash
- Linux
- OpenGL
- Python
- SDL
- Unity Engine
- Unreal Engine
- Visual Studio