

Sarah Louise Ryan – Programmer

Portfolio: <https://www.sarahlouiseryan.me>

Personal Statement:

My commitment to gameplay programming springs from a genuine passion for rising to creative technical challenges. My core programming skills have been built around C++, C#, and C within current generation game engines, primarily Unity and Unreal Engine 4. At a practical level, these skills have been developed not only by my degree but by working on several increasingly complex projects over several years, which alongside my core technical knowledge has cemented a strong ability to time manage myself effectively within the needs of a team's deadlines and priorities.

Programming/Software Skills:

Languages	C++, C#, C, MySQL
Software	UE4, Unity, JIRA, Perforce, GitHub, Git Bash, Bitbucket

Employment and Experience:

- Programmer – Blaze of Glory (Global Game Jam 2018)

A fast-paced arcade game made by a team of 6 using C# and Unity in a 48-hour game jam. Implementing gameplay mechanics, UI and VFX was a significant part of my responsibilities. Additionally, I maintained source control while showing other team members how to use it and updated our project manager in a high stress environment with tight deadlines.

- Programmer, Project Manager – Homefire (Southampton Gamejam, February 2017)

Using C# and Unity, I helped lead a team of 10 in a 48-hour game jam. One of my roles was planning, tracking, and delegating jobs for team members, ensuring the most important tasks were completed first and jobs were getting done within self-imposed time constraints. Simultaneously, I implemented gameplay mechanics, helping the programmers to solve bugs and maintaining source control for the team on Bitbucket using Git Bash.

- Programmer - Waving Bear Studios - Stuffed (September 2016 – September 2017)

Independently approached this indie studio to offer help. My role involved implementing gameplay mechanics (Power up systems, object spawning) individually. Upon finishing my tasks, I fixed a few bugs and added minor features (Loading screen, damage feedback system).

- Freelance database and software creation for a project (2015 - 2016)

Sought out a client (Head of biology at Woodhouse College) and offered my software development skills to make a data management system for teachers and a study guide for A level biology students using Java and MySQL. Role included autonomously creating the software, meeting with the client to discuss essential functionality, showing progress over the

development cycle to ensure it was as expected and implementing features such as a secure login, editable database, and quizzes for students.

- **QA Tester for Climax Studios (Christmas holiday 2016, Easter holiday 2017)**

The role included playing through games, recording expected and actual results with reproduction steps and evidence of the bugs in a report and checking on potential fixed bugs using JIRA. There were 3 other testers, so I had to coordinate with them and divide up bugs. We also gave designers feedback on gameplay mechanics and experience when asked. Having thoroughly enjoyed testing there, I found opportunities to test other games, sometimes during my breaks and was sometimes asked to give feedback to the developers.

- **Voluntarily taught C# in Unity to college students (2015 - 2016)**

In my second year of A-Levels, I actively volunteered to work independently at Woodhouse College teaching a small group of students with limited or no knowledge of programming how to make a basic platformer with C# in Unity (Movement, pickups, enemies) with various levels in a weekly 2-hour workshop over the course of 4 months. The role consisted of planning sessions, teaching programming, ensuring the students learnt how to implement the core game mechanics within the time constraints and helping with errors or lack of understanding a topic when required.

Education:

2016 – Present:

BSc (Hons) Computer Games Technology – Second year

- Unit average of above 60% in my first year and am on track to achieve a first overall.
- Specialising in programming for my second year, doing units for console development (PS4 Dev kits and Game boy advance) and 3D applications (DirectX 11)

2014 – 2016:

A-levels, Woodhouse College: Computer Science, Biology, and Philosophy – B in all three

- Wrote a scholarly report on AI and human integration ethics: - ‘Can a robot ever be considered a person?’

2009 – 2014: GCSE’s, Haverstock School, 9 A*s, A’s and 2 B’s including English, Maths, and IT

Interests:

- Game jams, DirectX 11 programming, assembly programming
- Table-top RP and LARP
- Horse riding (dressage and show jumping)

References available upon request.