

Michael Rainsford Ryan

Games and Software Developer

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Final-year student of a BSc (Hons) in Computer Game Development at IT Carlow. A hardworking and motivated individual, top of the class and awarded distinctions in all subjects in all three years so far and on track to achieve the same this year.

Experienced with Agile methodologies and programming practices for easily maintainable code, such as Object-Oriented and Data-Oriented Design, SOLID design principles, and UML modelling for planning and design.

Learned in many skills through work, education, and volunteering, notably, communication, teamwork, leadership and management, adaptability, and fast learning.

Technical Skills

- **Languages and Frameworks:** C++, C#, Python, GDScript, JavaScript and JQuery, HTML and CSS, Java, Assembly, OpenGL and GLSL.
- **Source Control:** Git and GitHub, Microsoft DevOps.
- **Software Design:** Object-Oriented and Data-Oriented Design, SOLID Principles, UML.
- **Development Life Cycles:** Agile, SCRUM, Kanban, Test Driven Development.

Education

Computer Game Development, Honours

Institute of Technology Carlow | 2018 – Present.

Distinction in all subjects across all three years (**GPA: 90.16** 1st & 2nd year, **95.40** 3rd year).

Subjects: *Data Structures & Algorithms, Software Engineering, Human Computer Interaction, AI for Games, Gameplay Programming, Web Development & Databases, Applied Physics, 3D Graphics.*

Games and Apps Development, QQI Level 5

Carlow Institute of Further Education | 2017 – 2018.

Awarded six distinctions and two merits.

Experience

Software Development Intern

Netwatch Ireland, Carlow | March - August 2021

- Developed software through the entire lifecycle (analysis, design, development, testing) as a part of small groups working in a larger team.
- Gave daily reports on progress and roadblocks.
- Efficiently communicated and worked through issues and requests.

Bar Associate

Tullow Gate (Wetherspoons), Carlow | 2019.

- Tended to customers and handled orders in a fast-paced environment.
- Maintained cleanliness and appearances of the workplace without slowing customer service.

General Assistant

Data Print, Athy | 2016-2018 (Work Experience and adhoc days).

- Worked towards deadlines to make sure all printing jobs were completed on time.
- Did basic graphic design of business cards, posters, and pamphlets.

Radio Assistant

Together FM, Dublin | 2017.

- Hosted a daytime radio show.
- Interacted with listeners and recorded interviews.
- Edited interview clips.

Achievements

- Won Best Original Innovation in Gaming and Best UI Design awards in the Games Fleadh 2020 games competition.
- Won first place in RoboCode 2019, Games Fleadh's team-based AI Programming competition.
- Chosen to represent IT Carlow in a promotional campaign due to impressive extracurricular projects. Interviewed for campaign video and modelled for promotional signage.
- Chairperson and President of IT Carlow's Game Maker's Club, a group for those passionate about making games to share ideas and collaborate on projects.

Volunteering

- Volunteered as a Peer-led Mentor this year and last to help first year students in their transition to higher education and deal with any concerns they have.
- PRO, social media manager, committee member, and leader for Aontas Ogra Youth Club in Athy.
- Nominated class representative for second and third year in IT Carlow.
- Nominated class representative, vice chairperson of the student council for the duration of the course in Carlow IFE and received nomination for student of the year.

References

Available on request.