

RYAN LUSTY

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PROFILE

I have currently completed my secondary school education, where I pursued a well-rounded curriculum, studying subjects such as ICT, Computer Science, and Drama, in addition to the standard GCSE subjects. During this time, I honed my skills and developed a strong foundation in various disciplines. In college, I continued my academic journey by delving deeper into ICT, which has always been one of my greatest interests. I am proud to have achieved a triple Distinction in my college computer science course, a testament to my dedication and commitment to the field. This accomplishment demonstrates my proficiency in the field but also highlights my passion for technology and problem-solving.

My choice of GCSE and BTEC subjects has significantly expanded my skill set and shaped me into a well-rounded individual. Throughout my educational journey, I have excelled in working collaboratively within teams, where I have consistently proven my ability to contribute effectively. Moreover, my experiences have equipped me with the ability to think on my feet and devise creative solutions to complex challenges. I am equally adept at applying logical thinking to various situations, showcasing my adaptability and problem-solving prowess.

Additionally, in Secondary School, I attended Army Cadets. It taught me a lot of skills; self-discipline, maintaining my equipment and uniform properly, being orderly, working in a team and working well under pressure are among them. Whilst it taught me things that aren't essential in this kind of role and are only useful in a military setting, it did teach me many other useful skills before I even worked at Burger King, where I worked during my years in college. For example, punctuality and presentation. Thanks to Army Cadets, I typically turn up early to important events and jobs, so I am not rushing around last-minute scrapping things together, and this, in turn gives me more time to make sure I am presentable, wearing the correct uniform and that it's neat and tidy. Additionally, if something comes up at the last minute that needs to be done, it will be done in good time. It also taught me how to work under pressure, ensuring that tasks are done quickly and in an orderly fashion. It also taught me the importance of working well within a team and getting on with other people in said team. If you get on well with your teammates and communicate with them properly, even the most stressful and strenuous jobs can be completed quickly and efficiently.

Since then, I have completed my Game Design and Development degree at university, having completed my course of study. This chapter has allowed me to further hone my skills and expertise in a field I am deeply passionate about. I am eager to leverage my educational background, creativity, and logical thinking to excel in this exciting endeavor, contributing to innovative game development projects and pushing the boundaries of what is possible in the gaming industry. I have learnt many languages through this, which includes C++, C#, Python and HTML. I'm proficient in using Unreal Engine, Unity, Godot, and can quickly adapt to any given Game Engine.

University has also allowed me to gain new skills via running a society for the university with around 50 members. This has proven a challenge at times, with discomfort among members feeling like they didn't fit in or feel welcomed. This was especially challenging as they did not feel comfortable in approaching us with these problems. This was quickly solved after a meeting with the Society's committee, quickly launching an anonymous feedback form, so members could make complaints without any fear of it being tied back to them. I also set goals for the committee to start talking to more members outside of the ones they already knew and to make sure no one was left out.

In terms of Games Development, I am a determined and optimistic Gameplay Programmer and Technical Designer with a passion for bridging the gap between design and code. My family describes me as stubborn; in the world of development, I call that persistence. Once I set my sights on a complex mechanic or a tricky bug, I don't stop until it's perfected. Though I am an early-career developer, I have built a diverse portfolio of prototypes across Unity and Unreal Engine (C#, C++, and Blueprints). I've even ventured under the hood to build a custom engine recreation of the Arcade Classic Donkey Kong using C++ and the SFML library to deepen my understanding of game architecture. I thrive on making the best out of every technical challenge and am currently seeking opportunities to contribute to the games industry. You can find my portfolio at ryanlportfolio.framer.website

I am currently looking for opportunities all around the UK – and am open to Remote positions globally. Inside the UK my preferred position lies around the midlands, but I will go wherever the work takes me.

SKILLS AND ACHIEVEMENTS

- **Team Collaboration:** Proven ability to work effectively within teams, both academically and in work settings, fostering strong communication and camaraderie.
- **Problem-Solving:** Skilled in creative and logical problem-solving, with a focus on finding innovative solutions to complex challenges.
- **Technical Proficiency in ICT & Computer Science:** Strong foundation in ICT and computer science concepts, with a triple Distinction in a college-level computer science course, underscoring my dedication and knowledge in the field.
- **Fast Learner & Adaptable:** Quick to acquire new skills and adapt to changing environments, whether in technical or team-based scenarios.
- **Working Under Pressure:** Maintains composure and efficiency in high-pressure situations, prioritizing tasks and ensuring timely delivery.
- **Game Design & Development Knowledge:** Practical understanding of game design principles and development workflows through my degree, with one year of university-

level experience so far, as well as additional work on my own Game Projects in my free time.

- **Self-Discipline & Responsibility:** Developed through Army Cadets experience, emphasizing punctuality, self-management, and reliability in all tasks.
- **Attention to Detail:** Ensures high standards of presentation and accuracy, from personal appearance to project work, contributing to professional and polished outcomes.
- **Logical & Analytical Thinking:** Strong analytical skills, with the ability to approach problems methodically and make well-reasoned decisions.
- **Customer Service:** Experience at Burger King has honed interpersonal skills and the ability to manage tasks efficiently in a fast-paced environment.
- **Triple Distinction in College Computer Science:** Recognized for academic excellence in ICT, reflecting a strong commitment to and aptitude in technology.
- **Successful Completion of First Two Year in Game Design & Development:** Demonstrates dedication to pursuing a career in game design and commitment to building expertise in a specialized field.
- **Participation in Army Cadets:** Developed key life skills like self-discipline, teamwork, and resilience, contributing to a well-rounded character suitable for both academic and professional environments.
- **Work Experience at Burger King:** Gained practical work experience, enhancing skills in time management, teamwork, and customer relations within a fast-paced setting.
- **Society Management:** I manage a Society at University, creating a safe place for many people. Managing this society has given me many skills, particularly ones that help me manage teams, pushing members to get tasks done when needed to.

EDUCATION

September 2016 – June 2019

Leasowes
High School,
Birmingham

September 2019 – May 2021

Olchfa Comprehensive
School, Swansea

GCSEs:

GCSE Computer Science: C

GCSE Drama: B

GCSE English Language: C

GCSE English Literature: C

GCSE ICT: A

GCSE Mathematics: C

GCSE Mathematics Numeracy: C GCSE

Science – Double Award: AB

Welsh Baccalaureate – National/Foundation Skills Challenge: C

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September 2021 – May 2023 - Gower College Swansea

NQF BTEC National Extended Diploma in Computing - DDD

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September 2023 – June 2026 - Staffordshire University

BSc (Hons) Computer Games Design and Programming - Upper Second-Class Honours Degree
(2:1)

WORK EXPERIENCE

April 2022 – August 2023

Burger King Union Street, Swansea

Crew Member

During my time at Burger King, I thoroughly developed my customer service and commercial focus by learning how to listen carefully to customer preferences, ensure precise order accuracy, and reduce waste. I built strong commercial awareness by identifying the right moments to suggest upgrades or meal deals, which directly contributed to meeting daily sales targets. Additionally, I mastered conflict resolution by remaining calm and professional during high-stress peak hours, turning difficult interactions into positive customer experiences that encouraged repeat business.

On the operational side, I excelled at fast-paced multitasking, effortlessly balancing till operations, kitchen preparation, and floor cleanliness during the busiest lunch and dinner rushes. I maintained strict compliance with food safety regulations, completing detailed hygiene checklists and keeping my workstation immaculate. The fast-food environment sharpened my teamwork and communication skills. I collaborated closely with a large team, using clear verbal communication to maintain a seamless workflow from the kitchen to the front counter. I also proved to be highly adaptable, seamlessly shifting between different roles—whether covering the tills, the drive-thru, or kitchen prep—whenever the team needed extra support to keep service running smoothly.

INTERESTS AND HOBBIES

I am mainly interested in computers. I love how you can utilize computers in so many ways and so quickly too, they're also everywhere. You can use it to achieve something that would otherwise be extremely complex - communicate with someone who's on the other side of the globe. Or even for something as simple and mundane as doing math equations. I'm great at solving computer-related issues, too; I'm one of the first people a person would go to solve their computer problems. I've also taught myself a lot about computers, with my knowledge being expanded from the subjects I took in school.

Outside of computers I am a dedicated Dungeons & Dragons player, which serves as a fantastic outlet for my creativity and collaborative skills. Engaging in long-term campaigns requires a high level of teamwork, communication, and collective problem-solving to navigate complex narratives. It has sharpened my ability to think on my feet, much like in my academic career, as I often must devise creative solutions to unexpected challenges presented during a session.

I have a strong passion for baking, particularly when it comes to creating tasty treats for my friends and family. Baking is a science that requires a high level of attention to detail and patience to ensure a high-quality outcome. This hobby has taught me the essential skill of "cleaning as you go," ensuring that my workspace remains orderly and efficient even during complex tasks. This level of self-discipline and organization reflects the values I first honed during my time in the Army Cadets, ensuring that every project is handled with care and high standards of presentation.

Furthermore, I have a deep appreciation for musicals and the performing arts, stemming from my earlier studies in GCSE Drama. I am fascinated by the technical production and the storytelling power of theater. Understanding how music, lighting, and performance work together to evoke emotion has given me a unique perspective on user experience and atmosphere, which I frequently apply to my work in Game Design.

Generally, I'm always on the lookout for new skills I can learn, and new interests and hobbies I can pick up.