

RYAN LUSTY

07984 754495 | ryanlusty2@gmail.com

Portfolio: ryanlportfolio.framer.website | LinkedIn:
www.linkedin.com/in/ryan-lusty-370360311 | GitHub:
<https://github.com/Staticalmite>

PROFILE

I am a persistent Gameplay Programmer & Technical Designer with a **BSc (Hons) in Computer Games Design & Programming (2:1)** from University of Staffordshire. I am Proficient in **C++, UE5 (with Blueprints and Unreal Engine 5's C++ API), Unity, and C#**. I have additionally experimented with Python and Godot. I am experienced in designing and programming modular gameplay systems, with most things I aim to create now being scalable in some way. I am also familiar with version control workflows and managing assets so work being done on different branches does not override other's work. I am currently seeking a Junior Programmer or Technical Design role. I have built a diverse portfolio of prototypes across Unity and Unreal Engine. 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.

TECHNICAL SKILLS

- **Languages:** C++, C#, Python, HTML/CSS
- **Engines & Tools:** Unreal Engine 5, Unity, Godot, Git/Github, Visual Studio
- **Core Competencies:** Systems Architecture, Gameplay Mechanics, Modular & Scalable Design, OOP, Profiling & Debugging, Rapid Prototyping

FEATURED GAME PROJECTS

Luminara Park | *Gameplay Programmer & Technical Designer (Volunteer)*

- Designed and implemented a **decoupled, scalable interaction system** in UE5 using **interface architecture**.
- Continuing Development on this project until it is complete.

Get Scrapped | *Gameplay Programmer*

- Engineered a **fully scalable, modular mech customization and gameplay system** in Unreal Engine. This **dependable modular component architecture** allowed seamless loadout adjustments and performance optimization. It additionally allows Programmers and Designers to easily create new mech parts.
- Additionally worked on **VFX (Niagara Systems)** and triggering events through Blueprint upon VFX collision.

Donkey Kong Arcade Recreation | *Engine & Gameplay Programmer*

- Built a **custom 2D game engine** from scratch using **C++ and the SFML library** to deepen understanding of **memory management and game loops**.
- Implemented a **tile map, tile map ID collision detection (air, ground, ladders), sprite animation states**, and arcade game logic.

EDUCATION

STAFFORDSHIRE UNIVERSITY | *SEPT 2023 – JUNE 2026*

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

- **Senior & Junior Collaboration Modules:** Worked in **multi-disciplinary teams** utilizing **Git version control, sprint planning, and technical documentation**, producing *Get Scrapped* & *Dungeon Cook*.

GOWER COLLEGE SWANSEA | *SEPT 2021 – MAY 2023*

BTEC National Extended Diploma in Computing — Triple Distinction (DDD)

LEADERSHIP & EXPERIENCE

UNIVERSITY SOCIETY MANAGER | *UNIVERSITY OF STAFFORDSHIRE* | DECEMBER 2024 – JUNE 2026

- Managed a university society of 50+ active members, **coordinating weekly events and team activities**.
- **Frequently ran Committee meetings** to gauge how the Society was running and plan out future events.
- **Resolved member friction** by implementing **anonymous feedback channels** and **structured committee outreach**, improving engagement and retention.

CREW MEMBER | *BURGER KING* | APRIL 2022 – AUGUST 2023

- Developed strong **teamwork, communication, and adaptability under pressure** in a fast-paced environment.