

ASHLEY STANLEY-WEBB

Games Software Engineer

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< LINK TO PORTFOLIO >

INTRODUCTION

As an avid game enthusiast and second-year Computer Games Technology student at the University of Portsmouth, I've been immersed in game design from age 3 and coding games since I was 14. My independent learning journey has led me to proficiency in C#, Unity, and Blender, complemented by my university studies in Unreal Engine, C++, and Houdini. Eager to expand my expertise in games software engineering, I am actively seeking an internship that will challenge and grow my skills in this dynamic field.

EDUCATION

BSc Hons – Computer Games Technology

University of Portsmouth | (2022 to Present)

Year Two Modules (current):

- Gameplay Programming
- Programming Application Programming Interfaces
- Student Enterprise for Games
- Leadership Development
- Creative Research and Project Initiation
- Maths for Games
- Program Consoles

Year One Modules (Grade: Distinction):

- Game Development - **Grade: 100%**
- 3D Modelling - **Grade: 87%**
- Coding & Scripting for Games - **Grade: 82%**
- Code Studio - **Grade: 77%**
- Games Design & Context - **Grade: 74%**
- Art Skills for Games - **Grade: 65%**

Advanced Level Qualifications

Simon Langton Grammar | (2019 to 2021)

- Computer Science - **A**
- Mathematics - **B**
- Physics - **C**
- Extended Project Qualification - **C**

TECHNICAL SKILLS

Languages: I have worked with **C#** for 3 years / 5 projects completed; **C++** for 6 months / 1 project completed, and **Python**. I have worked in **game jams** and **created mods** for games *Rimworld*, *Darkest Dungeon* and *Don't Starve*.

Game Engines: I have worked in game engines **Unity**, **Unreal Engine**, and **Monogame**. **Unity** for 3 years / 5 projects; **Unreal Engine** for 18 months / 2 projects; **Monogame** for 6 months / 1 project.

HIGHLIGHTS



Project: **SolarSprite**

Before University, I worked on my project *SolarSprite* which features **procedural** and fully destructible **terrain generation**, realistic **orbital physics**, and intuitive **factory construction**.



Project: **Tavern Game**

As the Lead Games Programmer at LittleLake, I collaborate on an ambitious, extracurricular game project using teamwork and innovation.

VOLUNTEERING

Student Representative

University of Portsmouth (22-23)

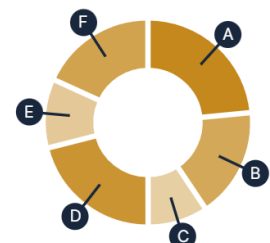
In my second year as an elected rep, I mentor and assist students. I communicate student concerns to faculty, discuss solutions to student issues, then feedback decisions and information to student colleagues.

Volunteer Unity Tutor

University of Portsmouth (22-23)

Because of my proficiency in C# and Unity, I freely give my time to peers, providing Unity crash courses and tailored tutoring support as needed.

GAME DEV GOALS



- A** Innovate
- B** Have a creative Voice
- C** Work with amazing team members
- D** Skill development and growth
- E** Create a fan base
- F** Have fun doing what I love

Physics/Maths Programming: I work with **2D** and **3D** physics engines; maths for inertia & gravity; orbital physics & quaternions for *SolarSprite*. I coded a simulation of the Doppler effect for a police siren in a racing game.

Gameplay Programming: I have implemented **gameplay systems** and logic with C# and C++, such as weapon and system mechanics. Always curious, I simulated a pinhole camera in Unity for fun.

Development Tools: Experience using **Visual Studio**, Continuous Integration and Continuous Delivery (**CI/CD**), and source control with **Github**.

Graphics & Technical Art: I enjoy and excel at asset creation and 3D Modelling; rigging and animation in **Blender**; procedural generation with **Houdini**; **3D Studio Max** (Autodesk 3D Max).

Other: Excellent at **Problem solving**. I have a **growth mindset** and strive to learn new skills for the sake of getting better. Experience in collaboration **working within a team** for school and extracurricular projects. I also created my portfolio website with **HTML** and **CSS**.

EXPERIENCE

Lead Games Programmer

LittleLake (08/2023 - present)

I work as a primary developer in a collaborative, **extracurricular** student project with the eventual goal of professional distribution.

Apprentice Games Programmer

mtstudios ltd (2021 - 2022)

I took a year out before university, where I prototyped and developed an expansive, **self-led** game project, working independently to make *SolarSprite*. Through this game, I taught myself Unity, Blender, and C#.

GAME PROJECTS

SolarSprite

Solo project where the player explores and destroys a solar system.

- Created a procedural and fully-destructible terrain generation system with aim to become a compute shader system in the future
- Realistic orbital physics and intuitive factory construction
- Blender-created game assets
- Learned and utilised Unity, Blender, and C#

TakeOut

Created as part of a team for a school project. The player is tasked with defending their café from a horde of enemies then cleaning it up before the café opens for business.

- Lead coder; developed a "dirtying" system and gameplay loop
- Created weapon mechanics and cleaning tools
- Attained a 100% mark for the module
- Unity, Blender, and C#

Ragdoll Rumble

A fighting game featuring exaggerated, cartoonish physics. Created as part of a team for a school project.

- Lead coder and lead game designer
- Responsible for player movement through the implementation of Ragdoll Physics
- Created stamina degradation system and gameplay-loop
- Unity, Blender, and C#

INTERESTS



Passion for Gaming

Favourite games: Sea of Thieves, Outer Wilds, Red Dead Redemption 2, Monster Hunter World, Satisfactory, and TF2.

SKILLS

I have a wide range of skills and am enthusiastic and adaptable, keen to learn new game development tools.

UNITY

UNREAL ENGINE

C#

C++

Python

MONOGAME

BLUEPRINTS

BLENDER

HOUDINI

AUTODESK 3D (STUDIO) MAX

VISUAL STUDIO

GITHUB

AWARDS



Student Achievement

Won the University Computer Technology Course's 2022 Student Achievement Award for Outstanding Performance.



Blender Competition

Won the University Computer Technology Course's 2022 Halloween Blender modelling competition.

REFERENCES

Want to know what my lecturers think about my ability and potential? References are available by visiting [my portfolio](#).