

# 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)

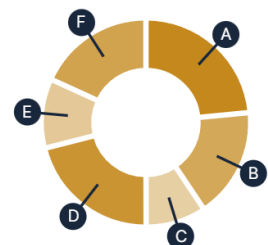
In my second year as an elected rep, I mentor and assist students. I communicate student concerns to faculty, discuss solutions to student issues, then feedback decisions and information to student colleagues.

### 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](#).