

# CHARLES RINGER

## Personal Details

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Location: London, UK      email: charlie.ringer@hotmail.com      LinkedIn: linkedin.com/in/charlie-ringer  
Website: charlieringer.tech      GitHub: github.com/cring002

## Work Experience

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Aug 2017 June 2017	<b>Research Assistant - Goldsmiths, University of London</b> Duties: <ul style="list-style-type: none"><li>- 12 week funded research project applying analogy based conceptual blending theory to video games design.</li><li>- Used the Video Game Description Language framework and C# to develop a tool to generate the blend space for two input games.</li></ul>
Sept 2014 May 2012	<b>Junior Programmer - Stainless Games Ltd.</b> Duties: <ul style="list-style-type: none"><li>- Writing LUA scripts which controlled various in game aspects.</li><li>- Determining heuristic values for game elements that were used by the AI.</li><li>- Responsible for various markup duties such as writing XML files and SFX scripting.</li><li>- Importing and exporting card and translation data from our database and working with files sent from external partners.</li></ul> Published Titles: Magic Duels: Origins, Magic the Gathering: Duels of the Planeswalkers 2015, Magic the Gathering: Duels of the Planeswalkers 2014
May 2012 June 2011	<b>Quality Assurance Tester - Stainless Games Ltd.</b> Duties: <ul style="list-style-type: none"><li>- Responsible for ensuring the games we produced were bug free</li><li>- Involved testing the game, reporting bugs and then retesting these bugs once fixed</li><li>- Key skills include; attention to detail, creative thinking, strong team skill and good use of initiative</li></ul> Published Titles: Carmageddon iOS, Magic the Gathering: Duels of the Planeswalkers 2013, Magic the Gathering: Duels of the Planeswalkers 2012

## Education

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Current	<b>PhD/MPhil in Intelligent Games and Games Intelligence, Goldsmiths, University of London</b> Research Topic: Affect Aware Procedural Content Generation.
June 2017	<b>BSc in Computer Science, Goldsmiths, University of London</b> First Class Honours (87% overall). Third year modules: Machine Learning, Artificial Intelligence, Game AI Programming, Data Mining.
July 2009	<b>High School Education, Carisbrooke High School</b> A Levels - History: A, Sociology: A, Classic Civilisations: C GCSEs - 13 at grades A-C including Mathematics and English.

## Programming Languages

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Proficient at: C#, Python, C++  
Knowledge of: Java, PHP, MySQL, JavaScript, HTML, CSS, LUA

## Selected Projects & Games

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- Starwing Genetica - A space themed dog fighting game which uses a Genetic Algorithm for spawning new enemies.
- Monte - A Monte Carlo Tree Search and Deep Reinforcement Learning library for abstract board games made for Unity.
- Goro-Goro Dobutsu Shogi - An implementation of a Japanese game which used an MCTS AI to provide a challenging opponent.
- Code Noir - An spy themed game exploring using a mixture of action elements and puzzles to create compelling gameplay.

## Interests and Activities

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- I enjoy both playing board games and spending time designing games, favourites include Android: Netrunner and games by Uwe Rosenberg.
- I am also a committee member for my university tech society, Hacksmiths, and attend and help organise and run both weekly talks and larger Hackathons and Game Jams.