

Luke Wilde

Web and Games Programmer

Brighton · East Sussex

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Profile

A confident and conscientious Software Engineer seeking opportunities to exercise a passion for games and technology. Being eager to learn new skills and defy technological boundaries drives me to undertake challenges which demand innovation. Possessing creative and analytical problem solving skills I strive to find simple solutions to complex issues.

Skills

- JavaScript, TypeScript, Node.js, PHP
- MySQL, PostgreSQL, MongoDB
- Git, Subversion, and Perforce
- HTML5 and CSS3
- React, Backbone, jQuery
- PIXI.js, Phaser.io
- Linked Data
- Browserify, Webpack
- Facebook and Twitter SDKs
- Design patterns and OOP
- Test Driven Development
- Amazon Web Services, Firebase
- Linux
- Nginx, Apache

Notable Experience

September 2018 — May 2019, Epic Industries: *Lead Web & Games Developer*

I was a member of a team which created an industry leading casino game development framework that leveraged **Typescript**, **PixiJS** and **Webpack**. Core framework code was thoroughly **unit tested** with **Mocha** and **Chai**. Integrations with various partner platforms were required to automatically submit builds, one more elaborate portal required a headless browser programmed in **Node.js** to facilitate the upload.

April — June 2018, Shoot You: *Lead Web & Games Developer*

Conceptualised and implemented a fish tank management game and high score table in **Phaser.io**, **TypeScript**, **Node.js**, **React**, and **WebSockets**. Developed to be eye catching, the game is to be showcased on iPads at trade shows and conference halls. It was required that the game and it's high score table could be used in the absence of a reliable internet connection, a problem we solved by configuring a **Raspberry Pi** to act as both Wi-Fi access point and web server.

April 2015 — February 2017, High 5 Games: *Lead Games Developer*

Lead a team of around 6 developers in designing and implementing a **HTML5 Canvas** framework to create hundreds of slot machine style casino games. The framework was a **well documented** and **unit tested** software project built around **Phaser.io** and **Browserify**.

Along with the Casino Engine, my team built a WYSIWYG editor using **Adobe Photoshop Scripting** to allow designers to construct the game's layout and appearance. This project also automated the creation of **texture atlases**, **audio sprites**, performed asset compression, and numerous other tasks that were required to create high-quality HTML5 versions of Flash and land-based games.

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Notable Experience

September 2014 — December 2014, Selfridges Retail Ltd: *Web & Games Developer*

Created a **HTML5** platform game for Selfridges' 2014 Christmas campaign. Constructed using the **Phaser.io** engine, a native iOS port was also created using the **Cocoon.js** tool kit. The game featured various social interactions using the **Facebook** and **Twitter** SDK's.

I additionally configured a cloud based hosting environment for the game, leveraging **Amazon Web Services'** scalability to cope with peak traffic expected over the Christmas period.

2011 — 2014, Clock limited: *Software Engineer*

Undertook development on numerous **PHP** and **PostgreSQL**, **Node.js** and **MongoDB** applications. Acted as release manager on various projects which required extensive use of **Git**.

One of the more complex undertakings during my time at Clock was the development of a **Service Oriented Architecture** for Bauer Media. Constructed in **PHP** and **MySQL** via **Doctrine 2**, the project used 11 separate **RESTful APIs** to enable their editors to syndicate content across 37 different websites. A **TDD** approach was followed to ensure functional stability throughout the lifetime of the application.

Clients: News UK, ShortList Media, Channel 4, Bauer Media, Stonegate Pub Company, FIM Ltd, and Sunday World.

2009 — 2010, Clock limited: *Junior Software Engineer*

Member of a team involved in updating and creating **PHP** and **PostgreSQL** web applications. Built and updated a number of **Flash (ActionScript 3)** and **JavaScript** components. During this time I was given the responsibility to develop all technical deliverables for the Mick Perrin website and its CMS.

Clients: BBC Worldwide, Mick Perrin, Rays of Sunshine, Beyond Sport.

Education

2007 — 2011, Bournemouth University: *BSc (Hons) Computing*

Units: Games development, Relational Databases, Advanced Development, Systems Design, Systems and Networks, and Web Application Development.