

Luke Wilde

Games Developer

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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 expectations 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, Node.js and jQuery
- ImpactJS and Phaser.io
- HTML5 and CSS3
- Grunt
- Git and Subversion
- MongoDB, Postgres and MySQL
- PHP
- Amazon Web Services
- Cocoon.js
- Game Design
- Design Patterns and OOP
- CommonJS
- XML and JSON
- Test Driven Development
- Unix and Linux
- Windows and Mac Operating Systems
- Facebook SDK
- Twitter SDK

Experience

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

Created a **HTML5** platform game for Selfridges' 2014 Christmas campaign: Elfridges. 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.

Elfridge and the Enchanted Forest: <http://bit.ly/1HqSciR>

November 2014, Pulsar Healthcare: *Freelance Games Developer*

Produced a top down, vertically scrolling, Halloween themed game designed for use on desktop and iPad. The game and the several web pages which contain it were constructed using **HTML5**, **CSS3** and the **Phaser.io** game engine.

Trick or Treat: <http://bit.ly/1zdG7bJ>

July 2014 — August 2014, LEGO: *Freelance Games Developer*

Developed a LEGO Spiderman branded game in **ImpactJS** for desktop and mobile platforms. It challenges players to save hostages from the Green Goblin who's on a rampage across New York. The challenge is to save as many hostages as possible before running out of fuel.

LEGO Marvel Super Heroes: Side scrolling search and rescue game <http://bit.ly/1GsBBaK>

April 2014 — June 2014, Mother London: *Freelance Games Developer*

Created a **HTML5** game in **Phaser.io** for desktop and mobile platforms featuring Sepp Blatter. The project relied heavily on touch interaction, sound, and animation.

Blattr: <http://www.blattr.co.uk/>

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Experience

March 2014 — April 2014, LEGO: *Freelance Games Developer*

Developed a **HTML5** game for the LEGO Friends franchise in **ImpactJS** for desktop and mobile platforms. Players earn badges by making a number of correct choices in a drag and drop based game whose goal is to please as many animals as possible by giving them the correct items at the right time.

LEGO Friends Ranch: Simon Says style drag and drop game <http://bit.ly/164aMNo>

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.

Never Underdressed Case Study: <http://bit.ly/1HseIIp>

ShortList: <http://www.shortlist.com>

Metro Radio: <http://metroradio.co.uk>

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 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.

Match of the Day Magazine: <http://www.motdmag.com>

Mick Perrin Worldwide: <http://www.mickperrin.com/>

2008 — 2009, PartnersSMR: *Web Developer*

Developed **PHP** and **MySQL** applications. Also constructed **HTML** and **CSS** front ends for websites which featured custom **jQuery** components. Introduced the company to **Subversion** for use in its software based projects.

Education

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

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