

Luke Wilde

Web and Games Programmer

Top Floor Flat, 1 St Aubyns · Hove · BN3 2TG

Email: luke@lukewilde.co.uk

Twitter: [@lukewilde](https://twitter.com/lukewilde)

Tel: 07791544250

Web: <http://lukewilde.co.uk>

LinkedIn: <http://uk.linkedin.com/in/lwilde1>

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, Postgres, MongoDB
- Git, Subversion, and Perforce
- HTML5 and CSS3
- React, Backbone, Lodash, jQuery
- PIXI.js and Phaser.io
- Design Patterns and OOP
- Test Driven Development
- Browserify and Webpack
- Unix and Linux
- Facebook and Twitter SDKs
- Amazon Web Services

Experience

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

Conceptualised and implemented a fish tank management game and highscore API in **Phaser.io**, **TypeScript**, and **Node.js**. 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 its leader board 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.

December 2017 — Jan 2018, Plug-in Media: *Freelance Games Developer*

Aided the development of a Hospital Management game built for the BBC constructed using **PIXI.js**, **Webpack**, and **Howler.js**. My role in the project was to implement and utilise a comprehensive sound management engine that could play the game's large collection of voice over and sound effects.

While this provided a great experience, we had to gracefully degrade the experience for older devices such as the iPad 2. To this end, I designed and implemented a strategy to provide audio and graphics assets of an appropriate quality based on the target device.

October 2017 — November 2017, Epic Industries: *Freelance Games Developer*

Assisted in the creation of a soon to be released HTML5 **slot machine style casino game** which involved working with **TypeScript**, **PIXI.js**, and **Webpack**. Making heavy use of the **Tween.js** library I was able to create and connect the presentation layer of a richly animated mini-game to its backend data provider, whilst ensuring a high standard of quality and performance on mobile, tablet, and desktop platforms.

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

Lead a team of around 6 developers in designing and implementing a framework with the goal of creating the presentation layer for 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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Experience

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

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.

August 2014 — August 2014, Essence: *Freelance Web Developer*

Helped make numerous changes to Tesco's mobile retail site which included updates to the front and backend. The application is built on **Zend Framework 1** and leveraged **Vagrant** for development and deployment related activities.

Tesco Mobile Shop: <http://tescomobile.com>

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.

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

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

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

Education

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

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