Brian Hackett

Mobile games and app developer / full stack web app developer

Email: brian.a.hackett@gmail.com
Mobile: +44 (0) 7400 573335
Location: Carluke, Scotland.
Web: www.brianhackett.co.uk

Qualifications
PgDip Games Technology
BEng Hons. (2:2) Computer and Electronic Systems
5 SCE Highers (AABBB), 7 SCE Standard Grades

I have a passion for programming, which means I am always willing to learn new things. My main focus has been on games development and web applications. My mix of specialisations gives me a unique view on design aspects and my reliability and punctuality ensure I will get the job done on time. I also have a talent that allows me to quickly understand and debug existing systems.

I have worked on many projects as a freelancer and I have worked in teams from as few as 2 people to as many as 15. Some of that time was as a Lead Developer, which allowed me to develop my delegation, mentoring and leadership skills.

Skills
My main area of focus has been mobile games and apps (iOS and Android) and web application development, with some experience in data and image processing and manipulation.

	Languages	Technologies
Advanced	Objective-C, Swift, JavaScript, MySQL	HTML, CSS, XML, Restful APIs, iOS Frameworks
Medium	SQLite, PHP, C#, AngularJS, MSSQL, Java	JSON, OpenGLES, Starling, Jenkins, Node.js, ASP.NET, Cocoa Pods
Basic	Visual Basic, LUA, ActionScript (AS2 and AS3), Perl, Python, C, C++	Hibernate, Maven, Android, Homebrew, Composer, Gradle, npm, CPAN, PEAR, Unity 2D, Box2D

Experience

J.P. Morgan - Associate *(May 2017 - Present)*

Main duties involve bug fixes, maintenance and feature implementations for two iOS applications. This includes development of features that require communication with web services, as well as adding unit test coverage, build automation and utility scripts to help with development, deployment and detection of potential issues.

City Facilities Management - iOS Developer *(June 2016 - May 2017)*

Development and maintenance of existing iOS applications. Main tasks have included taking ownership of two existing applications and bringing them up to date with new, internal frameworks and generally improving the UI and UX of both applications. Other responsibilities included developing a statistics web service which takes existing logging information and displays it in a user friendly way, helping identify trends in user actions and potential areas of improvement for the syncing service between the apps and the main web services.

Envoy International Ltd. - Lead Developer / Contractor (*September 2014 - April 2016*)

Lead Developer of a small team, creating web based applications for the IP rights renewal service industry. Utilising PHP, PEAR, CPAN, HTML, JavaScript, AngularJS, Composer, Restful APIs and MySQL (with some minor use of Perl and Python).

Claymore Games - Games Developer / Designer (*January 2014 - February 2016*)

- *NeoArcade* (Universal iOS, tvOS) (www.neoarcade.co.uk)
  Utilising Game Center, ReplayKit, OpenGLES, Box2D physics engine, Objective-C custom engine. Android version is currently in development.
- *NeoControl* (iPhone)
  Companion app for NeoArcade. Uses local WiFi to connect and transfer data between your phone and a device running NeoArcade.

Ludometrics Ltd. - Contract Programmer (September *2013 - May 2014*)

- *Bodycheck* (PSVita) (LUA, C#, C++) (www.ludometrics.com/game/bodycheck/)
  Co-programmer on a speedball inspired 3D game. Majority of my work was centred on the first pass of the A.I., as well as the UI and leaderboard system.
- *Bips!* (Facebook game) (AS3, Starling) (www.ludometrics.com/game/bips/)
  Co-programmer, with main tasks involving tools and UI development. Using ActionScript 3 with Starling and Player.IO (now Games Platform Company).

Freelancer - Web Application Developer (*February 2012 - June 2012*)

- Pilots Direct (Drupal CMS)

Claymore Games - Games Developer / Designer (*January 2011 - December 2013*)

- *Chock A Block* (Universal iOS) (www.claymoregames.co.uk/cab)
  Game Center, iCloud saves, Objective-C custom engine, JSON for saving replays. Also includes a MySQL and PHP backend for game accounts (create, delete, friends, invites) and challenges.
- *Internal Motivational Game for Aviva* (through Dinnis Design) (Web / Flash, AS3, Starling)
- *Plum Crazy* (Universal iOS) (www.claymoregames.co.uk/plumcrazy)

Aarkid Ltd. - Lead / Technical Programmer / Web Developer (*August 2007 - September 2010*)

- *3D-Standards* (GWT, PHP, MySQL, Hibernate, Java)
  Design and development of a 3D web application to help sellers of display stands visualise their layouts and show their customers how they will look before purchasing.
- *Stanley Vidmar* (PHP, HTML, CSS, Java)
  Design and development of a web based, 3D visualisation and configuration tool for Stanley Vidmar's range of tool cabinets and workbenches.

Picsel Technologies - Software Engineer (*June 2006 - August 2007*)

- *Pricerunner* (J2ME) Mobile version of popular price comparison website
  Development of a protocol for downloading large quantities of images and text and displaying them in a usable, easy to navigate format.