

GARY LUCK

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Keen to write clean, readable, modular code and loves to automate processes where possible. Able to build systems that either fulfil the task at hand or can be future proofed for continual development. Likes to think of ways to make code easy to maintain.

Currently working as a Developer for Derivco Ipswich. Involved in developing a bespoke CMS for high profile client.

Front End Skills: HTML5, CSS3, SASS, JavaScript, jQuery, Angular

Back End Skills: PHP and Perl. Working knowledge of MySQL and Informix Databases.

Other Skills and Schemas: Photoshop, basic Linux CLI, bash scripting, UML, RDBMS Schema design. Understanding of MVC patterns, Git. Intermediate WordPress and GetSimple CMS developer. Apache2 Server Setup/Management skills, Foundation, FontAwesome, NPM.

Experience using: TeamCity, Octopus, JIRA, Confluence, BitBucket

Education & Academic Institution

Bsc with Honours in Creative Online Design

Anglia Ruskin University (2007-2010)

Work Experience

March 17 - Present

Develop - Derivco Ipswich

Crown House, Crown Street, Ipswich, Suffolk, IP1 3HS

Joining with little Angular experience I quickly adopted the teams framework of choice and got to work developing business orientated features into workable user interfaces. Supported by a REST API, the CMS we are creating is at bleeding edge of technology. My day to day tasks include typical bug fixes, determining time/effort involved for business chosen features, peer reviewing pull requests and losing at pool.

Jan 14 - March 17

Web Developer - GFM

42, Phoenix Court, Hawkins Rd, Colchester, Essex CO2 8JY

Joining initially as a junior developer, I mainly was responsible for constructing HTML layouts and handling basic CSS issues with some PHP work. Since then I have assimilated the in-house programming language of choice, Perl, to the point where I am tasked with rebuilding/refactoring internal tools and launching whole games with updated or new functionality as requested by clients while working as the lead developer on several concurrent products. Projects and my involvement in them are:

- **The Sun's Club £9.50 2015/16** – Picked up this project after the previous lead developer left and begun to integrate the WordPress CMS into the back end, while writing custom code to handle

bespoke datasets for parks and park management. Along with integration I am also responsible for the front end and adhering to The Sun's brand guidelines. www.club950.co.uk

- **GP Pro 2015/16** – A Dutch F1 fantasy racing game. Currently responsible for maintaining and writing additional features as and when the client requests. During the initial build my role involved working on building two aspects of the Team Select sections; Perl for validating, sanitizing and submitting data to an SQL procedure, JavaScript/jQuery to create a seamless and smooth user experience. Also a single responsive site. www.gppro.nl
- **UEFA 2015/16 Predictor** – The UEFA Predictor game involved creating a top-level Object that could be extended for two platforms; Browsers and PS4. I assisted in the writing of the top-level object in PHP, and was lead developer on the PS4 project which involved using vanilla JavaScript to effectively create a single page application that could accept input from the PS4 controller and send AJAX requests to the top-level object. I am now responsible for maintaining the browser based Predictor and the PS4 version. <http://en.uclpredictor.uefa.com/championsleague/> and <http://en.uclpredictor.uefa.com/europaleague/>
- **Tour de France 2015** - Lead developer. Utilising Perl to feed data into and out of the Informix Database, while handling logic to display the data using a Perl compatible templating system. www.tourmanager.tv2.no
- **Eredivisie Pro** - Lead developer for this season's game while supporting with front end skills on last years game. Perl, JavaScript HTML, CSS. www.eredivisiepro.nl
- **Telegraph Fantasy Games** - Mainly front end, with some back end tweaks in Perl to begin with, but as my time at GFM progressed I was able to learn the basics of Perl and eventually launched the 2015 T20 and County Cricket games without Senior Developer support. I rebuilt the Premier League mobile version of the site which appeared in the Top 30 on Apple's Top Charts.
 - Fantasy Premier League 2014
 - Fantasy Champions League 2014
 - Fantasy Cricket T20 20 2014/15
 - Fantasy Cricket County Challenge 2014/15
 - Fantasy Cheltenham 2014/15
 - Fantasy Ascot Racing 2014/15
 - Fantasy National Hunt Racing 2014/15
 - Fantasy British Championship Series 2014/15
- **Sky Sports Fantasy Football 2014/15** - Converted the mobile site into a conceptual tablet version accommodating various resolutions with the restriction that the HTML could not be edited so as to preserve the current mobile format.
- **The Sun Promotions 2014/15** - Various ticketing sites set up for Alton Towers, Chessington, Legoland and Warwick Castle, all of which honed my object orientated PHP skills and also allowed me to work with the PayPal API for payment integration.
- **The Sun Darts Predictor** - A small prediction engine built using PHP for feeding predictions into the database, and JavaScript to enhance the UI. www.sundartspredictor.co.uk

Also have worked on The Sun Dream Team 2014/15, Centre Point Rooms, Daily Mail Fantasy Football 2014/15, Telegraph Reader Guides(iframe), Genetic Disorder Fulfilment Database, and internal projects to improve our stock and park management systems. Before I moved on I was working with Sun Holidays to handle their upcoming £9.50 promotion; user interfaces/data collection.