Louis Atkinson

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○ github.com/LouisAtkinson

Profile

Detail-oriented software developer with a passion for learning new technologies and furthering my skillset. Committed to building high-quality applications with an excellent user experience. My portfolio can be found at louisatkinson.co.uk/portfolio.

Professional Experience

2023/03 – present
Sheffield

Front-end developer
Crucible Gaming
- Leading front-end development across multiple JavaScript-based gaming projects, ensuring optimal user experience and performance.
- Utilising PixiJS and GSAP libraries to build engaging animations, enhancing the visual experience and interactivity of games.
- Applying strong knowledge of OOP software design to build scalable, maintainable code.
- Utilising the publish-subscribe pattern to manage complex game logic, improving modularity and reducing dependencies.
- Successfully porting games to desktop and mobile platforms while optimising performance.
- Contributing bug fixes, improvements, and new features to the company's bespoke framework, enhancing functionality and stability.
- Collaborating closely with clients to understand requirements and deliver features and improvements tailored to their needs.
- Mentoring junior developers and assisting in code reviews.

2019/09 – 2023
London/remote

Woodwind teacher
Kingston Music Service/private lessons
- Built personalised lesson plans tailored to students' individual needs and goals, adapting teaching methods to suit different learning styles.
- Developed communication skills by explaining complex concepts clearly to students of various levels.

Education

2015 – 2019
London

Bachelor of Music (Hons) 2:1
Trinity Laban Conservatoire

Skills

Languages
- Javascript/Typescript, Java, Python

Frameworks/libraries
- React, Express, Spring Boot, PixiJS

Other technologies
- MongoDB, PostgreSQL, npm, Webpack, AWS, Jest

References available on request