MATT LEWIS

GAME DEVELOPER

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SUMMARY

Over the past 9 years I have had the pleasure to work full time on web apps for 5 major platforms and many HTML5 games and game frameworks.
I have worked for small and large companies both in-house and as part of outsourced development teams.
I shipped 3 freelance HTML5 game projects during 2020.
I also mentored on a fullstack web development course teaching React/Express/PostgreSQL in 2020/21.

SKILLS

Javascript	SCSS/SASS	PostgreSQL
Typescript	jQuery	Mocha
PixiJS	Redux	Enzyme
Phaser	Node	Jest
React.js	npm	Chai
HTML5	webpack	Cyprus
CSS	git	

SOFTWARE

Github	Texture Packer
VSCode	Tiled
Photoshop	Inkscape
Illustrator	Construct 3
Animate	Jira
Aseprite	Confluence

EDUCATION

BA (hons) Illustration
Arts University Bournemouth
2009 - 2010

FdA Visual Communication
Arts University Bournemouth
2007 - 2009

EXPERIENCE

GAME DEVELOPER   NOVEMBER 2022 - PRESENT
MATTOUBATOU
C   CMAKE   TEXTUREPACKER   ASEPRITE   TILED   JS

- Game developed purely in C for the Playdate handheld console.
- Created engine features such as: animated sprites, tilemap loading and rendering, entity spawning/rendering management systems, combat system and efficient collision detection.
- Created custom exporters for Texture Packer, Tiled and Aseprite.
- All graphics, sound, music, game design.

HTML5 GAME DEVELOPER   MAY 2022 - OCTOBER 2022
GAMEBOOK   CONTRACT
JS   REACT   CSS   JIRA   CONFLUENCE

- Independently porting narrative mobile games to HTML5 matching all game animations and effects using only html (React) and css.
- Developing UI to navigate story content while ensuring responsiveness.
- Managed tasks using Jira and created documentation and change logs in Confluence.

SENIOR HTML5 GAME DEVELOPER   MARCH 2021 - MARCH 2022
GAN   FULL-TIME
TYPESCRIPT   CSS   REACT   PIXIJS

- Independently developed and shipped an online slot game that contained individually spinning 3d symbols (instead of the classic reels spin animations) from start to finish.
- Developed initial prototype features for an in-house slot game building tool to eventually allow faster turnaround on front-end game development combining both canvas (pixijs) with React.

FULLSTACK DEVELOPMENT MENTOR   JULY 2020 - MARCH 2021
THINKFUL   CONTRACT
TYPESCRIPT   CSS   REACT   PIXIJS

- Mentoring 5-10 students per week in a full stack program with PostgreSQL, Express, React and Node tech stack.
- Providing weekly online 1:1 support for students enrolled into Thinkful's full stack engineer programs.
- Ensuring students are understanding curriculum content and providing additional external resources where appropriate.
- Giving hands-on coding demos to help reinforce key concepts with JS, CSS, HTML, React (Class/Hooks/Context api), Express and PostgreSQL.

HTML5 GAME DEVELOPER   JUNE 2020 - SEP 2020
MACLEAN CREATIVE   FREELANCE
CONSTRUCT-3   JS   HTML   CSS   PHOTOSHOP

- Developed 2 HTML5 educational games using Construct 3 and Adobe Animate for both desktop and landscape devices.
- Provided project planning using Trello including time estimates for every feature.
- Liased with artists to ensure game screens and UI elements where executed as designed.

EXPERIENCE

HTML5 GAME DEVELOPER
SANDBOXX STUDIO
MARCH 2020 - APRIL 2020
FREELANCE

CONSTRUCT-3 *JS* *CSS* *JQUERY* *PHOTOSHOP*

Vaccinator Quest game for the Gavi Vaccine Alliance.
- Provided HTML5 Game development services from early prototypes to finished features using Construct 3.
- Provided proof of concept game integrations with clients microsite and online petition pages.
- Provided consultation services during the complete life of the project around technical issues in delivering the final game builds that integrate with the clients microsite and petition pages.

FRONT END DEVELOPER
HEADFORWARDS
OCTOBER 2019 - APRIL 2020
FULL-TIME

REACT *REDUX* *SCSS* *WEBPACK* *BDD* *JEST* *ENZYME*

- Developed features for a document digitising SaaS webapp.

HTML5 GAME DEVELOPER
EPIC INDUSTRIES LTD
DEC 2018 - SEP 2019
FULL-TIME

TYPESCRIPT *PIXIJS* *PHOTOSHOP* *WEBPACK* *MOCHA* *CHAI*

Award winning games for leading iGaming platforms.
- Helped to develop 5 games to work in all major browsers across PC and mobile using the PixiJS rendering library.
- Successfully combined Canvas and DOM rendering with SVG/SCSS to produce games with responsive cross-browser game UIs.
- Wrote unit tests to provide at least 90% code coverage.

FRONT END DEVELOPER
HEADFORWARDS
APR 2017 - DEC 2018
FULL-TIME

REACT *REDUX* *WEBPACK* *MOCHA* *CHAI* *JEST*

Enterprise services to allow large companies to manage servers in datacenters across the globe.
- Built many features for a React app that integrated multiple microservices into a single cohesive SPA.

HTML5 GAME DEVELOPER
EDUCATION CITY
JUL 2014 - APR 2017
FULL-TIME

JS *CANVAS* *EASELJS* *PHASER* *PIXIJS* *ANGULAR* *ANIMATE*

Leading developer and publisher of primary school level online teaching resources used in over 75 countries.
- Developed 3 HTML5 casual games using EaselJS rendering library together with Adobe Animate.
- Created 5 HTML5 game frameworks and accompanying WYSIWIG game building tools to allow the continued release of educational content on desktops and mobile devices.
- Worked very closely with artists to ensure HTML5 games featured tv quality cartoon animations (SVG and Canvas).
- Developed over 10 Flash games using AS2/AS3 and XML for game settings and educational assets (copy text, audio, animations).
- Mobile ready HTML5 video player with the videojs library with accessibility features and subtitles for children's educational songs used in UK and Spanish primary schools.
- Gamified educational game portal with character animation rich interface and smooth 60fps animations throughout using PixiJS rendering library and Angular JS.
- Forms with secure authentication to sign up for new accounts and take subscription purchases.
- Backend (PHP, Lumen, Laravel, Liquibase) to Frontend (Angular 2) development of core site features to allow users to customise their UI.