# **MATT LEWIS**

#### **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**

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

#### **SOFTWARE**

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

#### **EDUCATION**

BA (hons) Illustration Arts University Bournemouth 2009 - 2010

**FdA Visual Communication Arts University Bournemouth** 2007 - 2009

### **GAME DEVELOPER**

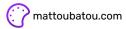
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#### **EXPERIENCE**

### **GAME DEVELOPER**

**CMAKE** 

**NOVEMBER 2022 - PRESENT** 

**TILED** 

JS

**MATTOUBATOU** 

detection.

**TEXTUREPACKER ASEPRITE** 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

- Created custom exporters for Texture Packer, Tiled and Aseprite.
- All graphics, sound, music, game design.

#### **HTML5 GAME DEVELOPER GAMEBOOK**

MAY 2022 - OCTOBER 2022 CONTRACT

JS CSS **JIRA CONFLUENCE** REACT

- 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** GAN

MARCH 2021 - MARCH 2022

**FULL-TIME** 

**TYPESCRIPT** 

**REACT** 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 THINKFUL**

JULY 2020 - MARCH 2021 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 MACLEAN CREATIVE**

JUNE 2020 - SEP 2020

HTML CSS

**FREELANCE PHOTOSHOP** 

**CONSTRUCT-3** 

- 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.

JS

Liased with artists to ensure game screens and UI elements where executed as designed.

#### **EXPERIENCE**

**CONSTRUCT-3** 

## HTML5 GAME DEVELOPER SANDBOXX STUDIO

MARCH 2020 - APRIL 2020

FREELANCE
JS CSS JOUERY 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

OCTOBER 2019 - APRIL 2020

HEADFORWARDS

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

**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 Uls.
- Wrote unit tests to provide at least 90% code coverage.

### FRONT END DEVELOPER

APR 2017 - DEC 2018

HEADFORWARDS 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 EaseIJS 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.