MATT LEWIS

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GAME DEVELOPER

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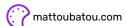


Cornwall, UK



matthew-edward-lewis





SUMMARY

Over the past 10 years I have worked both fulltime and freelance on HTML5 games and game platforms for 7 companies across eLearning, iGaming and digital marketing.

I have worked for small and large companies in-house, as part of outsourced development teams and solo on freelance projects. I have shipped 7 solo freelance HTML5 game

projects between 2020 - present. Please take a look at my portfolio at

mattoubatou.com

SKILLS

SCSS/SASS **Javascript** Mocha **Typescript jQuery** Enzyme **PixiJS** Redux Jest **Phaser** Node Chai React.js AWS HTML5 webpack git Lambda CSS **PostgreSQL S**3

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

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 HOOPLA DIGITAL - BIRRA MORETTI

NOVEMBER 2024 - FEB 2024 **FREELANCE**

TYPESCRIPT PHASER PHOTOSHOP TEXTUREPACKER AWS:LAMBDA S3

- Deliver 2 full game builds with short turnaround times (under 20 days each).
- 1 Fully responsive game seemlessly switching between portrait and landscape views depending on viewport size.
- Asset optimisation to deliver a high end UX while keeping the game's total file size small.
- Rich coded animations to give a feeling of responsiveness and fun.
- Constant back and forth communication with client via Slack to enable the project to move quickly while meeting the end client's original vision.
- Delivered a simple backend using AWS Lambda & S3 to issue prizes for a game test event.
- Ensured games where hosted correctly ready for live releases.

HTML5 GAME DEVELOPER GAMEBOOK

MAY 2022 - OCTOBER 2022 CONTRACT

JS

RFACT

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 GΔN

MARCH 2021 - MARCH 2022 **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 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
- 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.

EXPERIENCE

HTML5 GAME DEVELOPER MACLEAN CREATIVE

JUNE 2020 - SEP 2020 **FREELANCE**

CONSTRUCT-3

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.

HTML5 GAME DEVELOPER SANDBOXX STUDIO

MARCH 2020 - APRIL 2020 **FREELANCE**

JOUERY PHOTOSHOP

CONSTRUCT-3

Vaccinator Quest game for the Gavi Vaccine Alliance.

JS

Provided HTML5 Game development services from early prototypes to finished features using Construct 3.

CSS

- 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

JEST

HEADFORWARDS

TYPESCRIPT

SCSS **WEBPACK** **BDD**

FULL-TIME ENZYME

REACT REDUX Developed features for a document digitising SaaS webapp.

HTML5 GAME DEVELOPER EPIC INDUSTRIES LTD

DEC 2018 - SEP 2019 **FULL-TIME**

WEBPACK MOCHA CHAI

PIXIJS 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.

PHOTOSHOP

- 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 HEADFORWARDS

APR 2017 - DEC 2018

FULL-TIME

REACT REDUX

WEBPACK

MOCHA

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

- Developed 3 HTML5 casual games using the Phaser game engine.
- 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