# **MATT LEWIS**

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**GAME DEVELOPER** 

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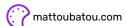


Cornwall, UK



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**

**Javascript Typescript PixiJS Phaser** React.

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**CSS** 

SCSS/SASS **jQuery** Redux

Node webpack git

**PostgreSQL** 

Mocha Enzyme Jest

Chai Cyprus

#### **SOFTWARE**

HTML5

Github **VSCode Photoshop** Illustrator **Animate Aseprite** 

**Texture Packer** Tiled Inkscape Construct 3 Jira 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** 

**TYPESCRIPT** 

**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**

PHASER

NOVEMBER 2024 - FEB 2024 **FREELANCE** 

**PHOTOSHOP TEXTUREPACKER** 

Deliver 2 full game builds with short turnaround times (under 20 days each).

CSS

- 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