





# MATT LEWIS


# GAME DEVELOPER


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 MattouBatou

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## SUMMARY

Over the past 10 years I have worked both full-time 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](http://mattoubatou.com)

## SKILLS

|            |             |        |
|------------|-------------|--------|
| Javascript | SCSS/SASS   | Mocha  |
| Typescript | jQuery      | Enzyme |
| PixiJS     | Redux       | Jest   |
| Phaser     | Node        | Chai   |
| React.js   | npm         | AWS    |
| HTML5      | webpack git | Lambda |
| CSS        | PostgreSQL  | S3     |

## 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**  
**MATTOUBATOU**

NOVEMBER 2022 - PRESENT

**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**  
**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 seamlessly 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 were hosted correctly ready for live releases.

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

MAY 2022 - OCTOBER 2022  
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**  
**GAN**

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 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.

## EXPERIENCE

### HTML5 GAME DEVELOPER MACLEAN CREATIVE

JUNE 2020 - SEP 2020  
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.
- Liaised with artists to ensure game screens and UI elements were executed as designed.

### 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**

- 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.