Dean Rutter

Hey there! I'm Dean Rutter. Based in the midwest of England, I've dedicated over a decade to software engineering, with a focus on both social gaming and igaming.

As a seasoned software engineer, I have amassed significant expertise in the gambling industry. My competencies lie in the design and maintenance of game frameworks, as well as the development of tools that enhance workflow efficiency, DevOps integration, and client collaboration.

Portfolio

https://www.orbonis.co.uk/

Work History

Mid Cheshire College
BTEC Multimedia

This degree includes various multimedia implementations including graphic design, web design, 2D animations and fine art.

2006/09 - 2008/07

Staffordshire University
BSc Multiplayer Online Games Design

This diploma covers various aspects of game design and programming, including fundamental design, games engines and physics, and rapid prototyping.

2008/09 - 2011/04

Soshi Games
Games Developer

As my first role in the industry, I began as a junior developer. I used a wide range of technologies including Flash, AS3, MongoDB, Unity and native mobile development in Java and Obj-C.

I worked on games such as Music Festivals, hosted on Facebook Games, and Clue the Music, a range of music trivia games including working directly with Brian May of Queen.

2012/02 - 2015/08

Intouch Games
Lead/Senior Developer (Slots & Framework Development)

At ITG I started as a lead developer managing a small team of 5-6 developers and artists working on slots games.

Later I progressed to senior developer as a part of the framework team, where I managed dev ops for the the games development team, including TeamCity and a games deployment to our QA department.

During my time there I used Unity & C#, and Typescript & PixiJS.

2015/08 - 2019/04

Epic Industries
Senior Developer (Slots Development & Dev Ops)

At Epic Industries I helped to build and shape a framework used for building slots games. I created tools and utilites to streamline the development process and build a robust deployment system for all aspects of the client deployment using TeamCity, AWS and a custom built games portal.

Technologies used include Typescript, PixiJS, AWS, Bash, MySQL, Node and many other related technologies.

2019/05 - 2022/06

G.Games
Senior Developer (Dev Ops)

At G.Games I continued my efforts from Epic Industries after they were purchased by G.

Using many of the same technologies I helped to transistion the company over and improve the systems currently in place, including Jenkins, Ansible and Terraform.

2022/06 - 2023/08

Live 5
Senior Developer (Dev Ops)

At Live5, I designed and implemented systems to enhance efficiency and productivity. Key achievements include:

- Building a custom portal using React, TypeScript and Node that provided seamless access to all game versions and virtual retail cabinets using AWS and Docker.
- Creating an AI-powered virtual assistant for code-related information and integrating it with a holiday system for simplified booking and management of free days.
- Developing a self-service platform allowing artists to test Spine animations in the game environment independently, without developer involvement.
- Maintaining and managing the CI pipeline for various different builds and providing means for distribution and deployment to the correct infrastructure.

2023/09 - 2024/07