

LUIS BOYD

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EXPERIENCE

River Canal Rescue

Backend Engineer Internship

Stafford, United Kingdom

July 2022 – September 2023

- Maintained and extended the existing backend in PHP and Laravel
- Contributed to the development of front-end mobile development using Flutter and Dart
- Containerized route-finding service to be used as part of microservice architecture using Docker, Kubernetes and AWS
- Setup automated tests as part of the CI/CD pipeline with Jenkins
- Designed a relational database for containing GIS information using PostgreSQL
- Optimized calls to the database with Redis
- Answered tickets that came from the existing user base
- Adhered to IOS and Play Store app policies.
- Developed a frontend mobile game for showcase at events in the summer in unity C#

SKILLS & INTERESTS

Technical: C++, C#, .NET, ASP.NET, PHP, Laravel, Docker, Kubernetes, GitHub, Subversion, AWS, SQL

Non-Technical: Jira, Agile, Scrum, Time management, Problem solver, Teamwork, Communication

Personal: Game Development, Software Architecture, Mathematics, Reading, Magic the Gathering

EDUCATION

Staffordshire University

Kingdom

Stoke-On-Trent, United

Computer Games Development: Grade: Expected: 67%+

September 2021 – May 2024

- Dissertation in: Multiplayer games development with SDL2, Docker, EKS, AWS and C++
- Course representative for 2nd year
- Concurrent Network Applications: 72% - created a simple networked movement simulation in Unity (C#)
- Game Development 81% - Created a game using the Mono Game framework and WPF for tools
- Multiplayer Games Development - Created a LAN peer-to-peer application using C++ and unreal engine 5

PROJECTS

Implementation of a server-client architecture for multiplayer games: Researched TCP/IP, AWS, Containerization and orchestration platforms (Kubernetes) for a microservice-based multiplayer game with sharding functionality and persistent data. Utilizing SDL2, IMGUI, Winsock and AWS SDK I created a client application which allowed the user to log in and be re-directed to the last location they logged off if a server instance was too full a server shard would be spun up and new players would be directed there.

Pamboozled: led a 22-team group over 8 weeks with weekly scrum meetings in building a prototype of a game in Unreal Engine 5.2

Holospacial Platform: worked as a contractor and helped develop features for the immersive platform involving technologies such as OpenGL, Unity, OpenXR and languages including C++, C# and Python.