

# David Clayton

Senior web and mobile developer with extensive, diverse industry experience. Passionate and driven, Dave has worked for companies around the world, from multinationals to Silicon Valley startups, and cares deeply about building top class software for humans.

## Ede, The Netherlands

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Portfolio - dave78.com

## Skills and expertise

C#	++++	Unity	++++
PHP	+++++	ASP.NET	+++
JavaScript	+++++	jQuery	++++
HTML5	++++	Node.js	++++
SQL (Oracle, MySQL)	++++	REST	+++++
CSS	++++	OAuth	+++
Ruby	+++	Rails	+++
C & C++	++++	Win32 & MFC	++++
Java	++++	OpenGL	+++
XML & XSLT	++++	DirectX	+++
Meteor	+++	SOAP	++++
TDD/BDD/CI	+++	Android	++++

## Tools and platforms

Visual Studio, Eclipse, MonoDevelop, Ant, Maven, SVN, Git

Mac OS, Linux, Windows, Solaris, Android, PS3

## Professional Experience

**Owner and developer** (01-10-2010 - current)

Red Sky Forge - Software development services

**Projects:**

- Social TV app for set top boxes - JavaScript / Metrological Framework / Facebook / Twitter
- Mobile webapp for digital TV video on demand service - JavaScript / HTML5
- Mobile A/B testing service - Android SDK / AngularJS / Netty  
Worked on A/B testing library, backend services, and front-end admin app for Palo Alto startup, using Java & Netty for the backend and AngularJS for the front-end. Also worked on WYSIWYG Android UI editor using websockets, AngularJS, HTML5 canvas and Android.
- Radio/User polls Android app - Android SDK / Facebook / AndroidAnnotations  
Built Android app for radio station "user voice" show: radio streaming, user voting and poll creation, commenting, with live refreshing of data from web services and Facebook integration.
- User content sharing webapp - PHP / MySQL / HTML5 / CSS3 / jQuery / Facebook.  
Developed content sharing site with social features for Mexican audience segment. Image, video and music uploader, user voting, leaderboards, admin panel, user profiles, Facebook integration.
- Unity game / webapp projects - PHP / MySQL / HTML5 / CSS3 / jQuery / REST. Developed 2 websites including integration with corresponding Unity game apps. Implemented achievements, leaderboards and Facebook integration. Also worked on Unity client integration and in-game user interfaces.
- GPS Tracking Webapp - Built small social GPS tracking prototype. Rails / HTML5 / Bootstrap / jQuery / Google Maps.
- Letting Agent Website - PHP / MySQL / HTML5 / CSS3 / jQuery. Developer for new letting agent website. Implemented comprehensive post code search and user profile management. Set up hosting and deployed to EC2.
- GC Portal - C# / ASP.NET / MSSQL / HTML / CSS / JavaScript. Developer for long term project to improve an internal web app for a privately held computer forensics company. Added features such as QuickBooks time tracking integration (with QuickBooks API) and improved overall functionality.
- Magno IT - C# / ASP.NET / MSSQL / HTML / CSS / jQuery. Built internationalized recruitment website for startup company Magno IT.
- Red Sky Forge - Android / Java / OpenGL ES / libgdx. Developed and released games and apps for Android: Discretion (3D RPG), Dutch Verbs (native app), Dog Frisbee (2D game)

**Unity/Web Developer (01-02-2012 - 28-09-2012)**

Sticky Studios - Games studio

- Developed high-quality games on the Unity platform for web/mobile (C# / Unity)
- Gameplay, 3D graphics, UI, sound, AI programming
- Web development: front-end, REST web services, game serialization/integration (PHP / MySQL / HTML5 / CSS / JavaScript / EC2)
- Contributed towards architecture and process improvements

**Senior Java Programmeur (13-04-2011 - 31-01-2012)**

Lukkien - Creative production company

- Developed, maintained and supported enterprise asset management system and Content Delivery Network (CDN) (Java EE / Struts / JDO / Oracle / Tomcat / Ant)
- Introduced unit test coverage (JUnit / Jenkins)
- Developed API and web services for Lukkien products (Java / SOAP / REST)
- Integration of ContentServ automated print production system
- Development with Hippo CMS projects (Java / Maven)

**Senior Software Engineer (20-08-2007 - 21-05-2010)**

Serif Europe Ltd - Consumer software company

- Developed consumer desktop graphics and web design software (C++ / MFC)
- Built web sites including a high traffic social network with integration into Serif's desktop software on Amazon EC2 (PHP / XSLT / MySQL / memcache)
- Deployed multi-region, fault resilient, high availability clusters using AWS (Linux / AWS)
- Recruited new developers for the growing web team

**Games Programmer (02-10-2006 – 17-08-2007)**

Free Radical Design - Triple A games studio

- Multiplayer, networking, animation, A.I. and scripting for next-gen PS3 game 'Haze' (C++)
- Low-level virtual machine and compiler development (C, lex, yacc)

**Games Programmer (12-07-2004 – 05-03-2006)**

Fuzzyeyes Studio - Startup games studio

- A.I., effects, gameplay programming (C++ / RenderWare)
- Architect of game U.I. system (C++)
- PR representative for product in Germany

**Java Developer (11-09-2000 – 19-10-2001)****IT Intern (28-06-1999 – 03-09-1999)**

UBS Investment Bank

- J2EE middleware development for Risk IT systems (Java / CORBA / JSP)
- Load testing, database migrations (MS Access / VBA)
- Equity Derivatives financial analysis tool (Java Applet)

## **Education**

**BSc (Hons) Computer Science**  
Nottingham University, 2000

**References available on request**