David Clayton

Creative, driven and professional senior developer with a diverse IT background including experience in the financial, electronic entertainment and consumer software industries. I have shipped many successful projects on a variety of platforms and am passionate about building top quality software for humans.

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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	+++
		SOAP	++++
		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:

- 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