## David Clayton

Creative, driven and professional freelance 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.

**Ede, The Netherlands**

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## Skills and expertise

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| --- | --- | --- | --- |
| 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

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

Sticky Studios - Games studio

* Developing 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 / HTML5 / CSS / JavaScript)
* Improved software architecture

**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)

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

Red Sky Forge - Android apps

* Developed Android smartphone games and applications (Java / Android / libgdx)
* Experience of full product lifecycle from concept and design through development and managing a small QA team and post-release support, marketing and promotion
* Built 3D animation system for libgdx open source game library

**Developer** (*Freelance*, 11-2010)

Magno IT - Recruitment agency

* Built public-facing recruitment website (C# / ASP.NET)
* Database driven, internationalization

**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