Sam Hartley | Software Developer

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Experience

Karma **London**
Software Developer *Jan 2017–Oct 2019*
Wide-ranging experience of leading multiple types of projects - including web apps, mobile games and internal tools. Responsible for hiring new developers and working alongside them to bring them up to speed. Also created and managed the company server infrastructure and web presence,

Projects lead at Karma (solo developer on all)

o *Live streaming microsite for* Saks Fifth Avenue Christmas Light Show with Disney:
  - During the live stream, users could switch between several live feeds to choose their desired perspective
  - Before the stream, users could select from a grid of pre-show teaser videos
  - Backend control panel allowed producers to upload slates with images, videos or a live countdown and push one to live so that users could see it in real time
  - Used the MeteorJS framework
  - Deployed on AWS Elastic Beanstalk for scalability, with content served from a CDN for high availability

o *Moderation system for social media comment overlays:*
  - Allowed user to moderate streams of comments from Facebook posts, YouTube videos and Twitter posts
  - Comments were retrieved using the API of each social media platform
  - They were then converted into a unifying data structure and inserted into a highly available sharded database (mLab)
  - A moderator could choose comments to be promoted so that they were available as JSON objects by querying the app's API
  - The on-air graphics software (CharacterWorks) could then display them over the live feed in real time
  - Chat show presenters have a tablet displaying them so that they could read them to their guests
  - The presentation layer was cleanly separated so that the moderation panel could quickly be rebranded per client

o Griddition *and* Word Slide *(games for iOS and Android):*
  - Mobile games written using a lightweight custom puzzle game engine sitting on top of the Monogame framework
  - Engine allowed user to create grid-based puzzle games and provided features such as scene management, resolution-independent UI creation, particle systems, in-app purchase and ad placement hooks etc.
  - Griddition features a tactile spring simulation which responds to user touch
  - A web portal was created to allow producers to create puzzles online to be pulled into the app

o *Companion app for a* UK daytime television show *(to be released October 2019):*
  - Created using the Unity game engine
  - Contains crosswords, wordsearches and sudokus in one app
  - As above, a web-based CMS was created to allow creation and scheduling of new content to be released daily
  - Liaised very closely with the client to ensure the app represented the look and feel of the show

Competencies

o C#, Python, Javascript, C++, PHP
o Unity, Monogame

- AWS, GCP
- Nginx, Apache

Education

Hull College   **Hull**
BTEC Level 3 Software Development, Triple Distinction   *2011–2013*

Hymers College College   **Hull**
GCSE, 5 A* 5A 1B   *2004–2009*

Extracurricular

Game development: Working on a couch multiplayer game (gameplay videos available on twitter)

Snooker: Played to semi-professional level 2009-2011, also played on teams in local leagues

Piano: Keen and competent piano player, specifically enjoy playing ragtime

References

References are available upon request.