

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, including GSuite administration.

Projects lead at Karma (solo developer on all):

- *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
- *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
- *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
- *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

Danby's Precision Engineering

Hull

Software Developer (*unpaid*)

May 2013–Oct 2013

Helped to create the IT infrastructure of a startup company and wrote software to minimise the labour required for non-engineering administrative tasks such as ordering new raw materials, pricing jobs and sending financial data to the company accountant.

- Created a full stock control and job monitoring system:
 - Used VBA and Microsoft Access
 - Created a system which automatically generates quotes by analysing previous jobs and adjusting prices to increase chances of the bid being successful
 - Created a system to automatically create a number of relevant reports used on a daily basis
 - Liaised extensively with the company accountant to ensure exported data was in the correct format for Sage

Competencies

- C#, Python, Javascript, C++, PHP
- Unity, Monogame
- AWS, GCP
- *nix, *sh
- 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.