

Luke Trimby

Full Stack Developer, BA(Hons) Computer Games Design,
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Personal Profile

I am a passionate, self-motivated, fast learning and driven individual and am always looking to challenge myself and move forward professionally and personally. I actively seek-out new learning opportunities and strive to stay on top of developing technologies. My personal interests include health and fitness, resistance training, motorcycling, artificial intelligence and gaming.

Technical and Commercial Experience

- Typescript / JavaScript,
- PixiJS,
- ReactJS,
- HTML5, CSS/SASS,
- NodeJS
- Proprietary frameworks (slot games, typescript, PixiJS)
- Games Programming
- PHP, MVC, Laravel, Cake PHP
- Linux, MySQL, PostgreSQL, LAMP stacks
- Python

Current Employment

Incentive Games. Full Stack Developer. Remote. July 2022 – Present

We are creating simple-to-use games for big name clients in order to engage, retain and entice end-users toward specific goals. Our data shows massive successes at strengthening existing and generating new revenue streams for our clients. Our games usually have many moving parts across what is usually a React, SASS, Node, PostgreSQL and AWS tech stack. The recent success story of a project I was involved in would be the new Free4All game we created for Bet365.

Education and Qualifications

UCS Ipswich, Sep 2010 – June 2012: BA (Hons) Computer Games Design (Second-Class)
My degree in games design encapsulated an entire development process, from idea through to production and all elements in-between. For my dissertation I chose to develop an Android mobile application, which I am particularly proud of since this was my first involvement with Java and mobile development.

Interests and Activities

I keep myself fit and healthy by regularly attending the gym and can be found doing other sports such as motocross and rollerskating. I have interests in AI, machine learning, finance, travel, business, politics, psychology, music and anything else nerdy I can get my teeth into.

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Previous Development Employment

Epic Industries, Senior Frontend Developer - Remote, Feb 2019 – July 2022

I was involved in the improvements of the in-house framework for our slot games including writing the cascading system, which is now used in many games. I would also simultaneously act as project manager alongside projects where I would work as a developer. I was responsible for the development and partner integrations of four games designated for release through the Yggdrasil master's programme in 2021/22.

Projected Solutions Ltd, Senior Frontend Developer - London, Jan 2017 – Dec 2019

We were outsourced by a large international gambling company to create high-profile online slot games. We were using a purpose-built, proprietary framework written in Typescript that capitalises on dependency injection techniques and the MVC design pattern.

iSoftbet, Technical Team Lead - HTML5 Slot Games, Waterloo, Oct 2014 – Jan 2017

I led a team of seven at iSoftbet for over a year of my time at iSoftbet. In one year alone we ported and released approximately 40 games from their Flash counterpart, into a mobile friendly, HTML5 version. Alongside that, I was part of a team of four who were in control of developing the new cross-platform MVC framework written with Typescript.

Creative Intent, Native Mobile App Developer, Ipswich, Oct 2013 – Oct 2014

I produced native mobile apps for both iOS and Android in a demanding environment. Alongside these apps, I was also working on and improving some existing web projects using their in-house PHP framework. Adding functionality on request of the client and overcoming some issues that arose from the launch of iOS updates etc.

GFM Holdings, Mobile App Developer, Colchester, May 2012 – Sep 2013

As the sole mobile application developer at GFM, I produced mobile applications for two of the biggest competitors of online fantasy football. Predominantly these apps were native wrappers with a web view which point to the mobile version of the game's website. I utilised third party libraries and services by Urban Airship, to handle push messaging.

Previous Education

University of Bolton, Sep 2007 – Mar 2010: Computer Games Design

My games design study started in Bolton; however, I left Bolton and soon after continued my studies at University Campus Suffolk, Ipswich.

Chambers of Commerce, Colchester, May 2004 – Dec 2004: Business Admin NVQ Lv2

I successfully gained an NVQ Lv2 in Business Administration; my time spent studying for this enabled me to develop good working practices and appreciation of the working environment.

Manningtree High School, 1998 – 2003: GCSE

9 GCSEs including 5 A-C grades