Luke Wilde

Games Developer

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Profile

A confident and conscientious Software Engineer seeking opportunities to exercise a passion for games and technology. Being eager to learn new skills and defy expectations drives me to undertake challenges which demand innovation. Possessing creative and analytical problem solving skills I strive to find simple solutions to complex issues.

Skills

- JavaScript, Node.js and jQuery
- ImpactJS and Phaser
- HTML5 and CSS3
- Grunt
- Git and Subversion
- MongoDB, Postgres and MySQL
- PHP

- Game Design
- Design Patterns and OOP
- CommonJS
- XML and JSON
- Test Driven Development
- Unix and Linux
- Windows and Mac Operating Systems

Experience

April 2014 — June 2014, Mother London: *Freelance Games Developer*

Created a **HTML5** game in **Phaser** for desktop and mobile featuring Sepp Blatter. The project relied heavily on touch interaction, sound, and animation.

Blattr: http://www.blattr.co.uk/

March 2014 — April 2014, Grindhead Games: *Games Developer*

Developed two **HTML5** games in **ImpactJS** for desktop and mobile platforms. Both required significant **game design** consultation during the transition from concept to implementation.

LEGO Friends Ranch: Simon Says style drag and drop game http://bit.ly/1j2NAND
LEGO Marvel Super Heroes: Side scrolling search and rescue game (pending release)

2011 — 2014, Clock limited: *Software Engineer*

Undertook development on numerous **PHP** and **PostgreSQL**, **Node.js** and **MongoDB** applications. Acted as release manager on various projects which required extensive use of **Git**. Designed and built several RESTful APIs which communicated in both **XML** and **JSON**.

Clients: News UK, ShortList Media, Channel 4, Bauer Media, Stonegate Pub Company, FIM Ltd, and Sunday World.

Never Underdressed: http://clock.co.uk/work/case-studies/never-underdressed
ShortList: http://www.shortlist.com

2009 — 2010, Clock limited: *Junior Software Engineer*

Member of a team involved in updating and creating **PHP** and **PosgreSQL** web applications. Built and updated a number of **Flash** (**ActionScript 3**) and **JavaScript** components.

Clients: BBC Worldwide, Mick Perrin, Rays of Sunshine, Beyond Sport.

Match of the Day Magazine: http://www.motdmag.com

Education

2007 — 2011, Bournemouth University: *BSc (Hons) Computing*

Units: Games development, Relational Databases, Advanced Development, Systems Design, Systems and Networks, and Web Application Development.