

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, TypeScript and Node.js
- Backbone, Lodash, jQuery
- PIXI.js and Phaser.io
- HTML5 and CSS3
- Grunt
- Git, Subversion, and Perforce
- MongoDB, Postgres and MySQL
- PHP
- Cocoon.js
- Game Design
- Design Patterns and OOP
- Browserify and Webpack
- XML and JSON
- Test Driven Development
- Unix and Linux
- Windows and Mac Operating Systems
- Facebook and Twitter SDKs
- Amazon Web Services

Experience

October 2017 — November 2017, Epic Industries: *Freelance Games Developer*

Assisted in the creation of a soon to be released HTML5 **slot machine style casino game** for Revolver Gaming which involved working with **TypeScript**, **PIXI.js**, and **Webpack**. Making heavy use of the **Tween.js** library I was able to create and connect the presentation layer of a richly animated mini game to it's back end data provider, whilst ensuring a high standard of quality and performance on mobile, tablet, and desktop platforms.

April 2015 — February 2017, High 5 Games: *Freelance Lead Games Developer*

Lead a team of around 6 developers in designing and implementing a framework that with the goal of creating the presentation layer for hundreds of **slot machine style casino games**. The framework, codenamed the *Casino Engine*, was a **well documented** and **unit tested** software project built around **Phaser.io** and **Browserify** which routinely delivered games ahead of schedule and under budget.

Along with the Casino Engine, my team built a WYSIWYG editor using **Adobe Photoshop Scripting** to would allow designers to construct the game's layout and appearance. This project also automated the creation of **texture atlases**, **audio sprites**, performed asset compression, and numerous of other tasks that were required to create high quality HTML5 versions of Flash and land based games.

September 2014 — December 2014, Selfridges Retail Ltd: *Freelance Games and Web Developer*

Created a **HTML5** platform game for Selfridges' 2014 Christmas campaign. Constructed using the **Phaser.io** engine, a native iOS port was also created using the **Cocoon.js** tool kit. The game featured various social interactions using the **Facebook** and **Twitter** SDK's.

I additionally configured a cloud based hosting environment for the game, leveraging **Amazon Web Services'** scalability to cope with peak traffic expected over the Christmas period.

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page 2

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Experience

November 2014, Pulsar Healthcare: *Freelance Games Developer*

Produced a top down, vertically scrolling, Halloween themed game designed for use on desktop and iPad. The game and the several web pages which contain it were constructed using **HTML5**, **CSS3** and the **Phaser.io** game engine.

August 2014 — August 2014, Essence: *Freelance Web Developer*

Helped make numerous changes to Tesco's mobile retail site which included updates to the front and backend. The application is built on **Zend Framework 1** and leveraged **Vagrant** for development and deployment related activities.

Tesco Mobile Shop: <http://tescomobile.com>

March 2014 — April 2014, LEGO: *Freelance Games Developer*

Developed a **HTML5** game for the LEGO Friends franchise in **ImpactJS** for desktop and mobile platforms. Players earn badges by making a number of correct choices in a drag and drop based game whose goal is to please as many animals as possible by giving them the correct items at the right time.

LEGO Friends Ranch: Simon Says style drag and drop game <http://bit.ly/164aMNo>

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**.

One of the more complex undertakings during my time at Clock was the development of a **Service Oriented Architecture** for Bauer Media. Constructed in **PHP** and **MySQL** via **Doctrine 2**, the project used 11 separate **RESTful APIs** to enable their editors to syndicate content across 37 different websites. A **TDD** approach was followed to ensure functional stability throughout the lifetime of the application.

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

ShortList: <http://www.shortlist.com>

Metro Radio: <http://metroradio.co.uk>

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

Member of a team involved in updating and creating **PHP** and **PostgreSQL** web applications. Built and updated a number of **Flash (ActionScript 3)** and **JavaScript** components. During this time I was given the the responsibility to develop all technical deliverables for the Mick Perrin website and its CMS.

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

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

Mick Perrin Worldwide: <http://www.mickperrin.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.