

Luke Wilde

Games Developer

Flat 5, 18A Eaton Road · Hove · BN3 3PJ

Email: luke@lukewilde.co.uk

Twitter: [@lukewilde](https://twitter.com/lukewilde)

Tel: 07791544250

Web: <http://lukewilde.co.uk>

LinkedIn: <http://uk.linkedin.com/in/lwilde1>

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.io
- HTML5 and CSS3
- Grunt
- Git and Subversion
- MongoDB, Postgres and MySQL
- PHP
- Amazon Web Services
- Cocoon.js
- Game Design
- Design Patterns and OOP
- CommonJS
- XML and JSON
- Test Driven Development
- Unix and Linux
- Windows and Mac Operating Systems
- Facebook SDK
- Twitter SDK

Experience

September 2014 — December 2014, Selfridges Retail Ltd: *Freelance Games 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.

Elfridge and the Enchanted Forest: <http://bit.ly/1HqSciR>

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

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

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

LEGO Marvel Super Heroes: Side scrolling search and rescue game <http://bit.ly/1GsBBaK>

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: BBC Worldwide, News UK, ShortList Media, Channel 4, Bauer Media, Stonegate Pub Company, Sunday World.

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

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.