

## GAME DEVELOPMENT

**Languages:** C++, C#, Obj-C

**Game Engines:** Unity3D, Unreal Engine 4, Cocos2D, Custom C++ Engines

**Platforms & Integrations:** iOS, Android, 3DS, Facebook, AWS, Azure, Cloudant, Parse, Soomla, Flurry, Cloutly,

## SERVER & WEB DEVELOPMENT

**Languages:** PHP, Javascript, CSS, HTML / HTML5, SQL / MySQL / NoSQL, NodeJS, .NET

**Platforms & Systems:** Windows & Linux server management, AWS, Azure, Heroku, Cloudant, Parse, LAMP, NodeJS, Wordpress, Magento, Expression Engine, CakePHP, Salesforce, SendGrid, E-Commerce solutions

## Portfolio - see also iphil.co.uk

- Magic MixUp (iOS)
- Blocky Raider (iOS)
- Agent Dash (iOS)
- King of the Course (iOS)
- Flick Golf (iOS / 3DS)
- NFL Kicker 2013 / 2015 (iOS)
- NFL Quarterback 2013 / 2015 (iOS)
- All Star Quarterback (iOS)
- Sugar Rush (iOS)
- Cake Mix (iOS)
- Wonton51 (iOS)
- cakeswithfaces.co.uk
- pcuk.org
- rda.org.uk
- shop.pcuk.org
- classified.pcuk.org

*Many more examples are not public facing. Full descriptions available on request.*

*Some examples may have had their content altered since my involvement.*

## iOS Game Programmer

### Full Fat

2012 onwards

- **iOS Developer** Using Unity3D and a custom in-house C++ / Obj-C engine. Worked on more than 9 games, taking a variety of roles including Gameplay engineer, UI developer, backend server development, systems integration, optimisation, modernisation and engine development.
- **Rewrote and improved up on core systems** Performed as both on-going improvement and taking a lead-role in the recreation of social, economy, remote data, save data, server communication and native device systems for both C++ and C#, making the systems more modular, expan
- **Creation of project tools** Including on-device interactive editors and web-based localisation tools
- **Server Development** Development and improvement of server systems including leaderboards, save data synchronisation, iCloud integration and various RESTful APIs
- **SDK Integration:** iOS libraries, Ad Network Systems, Analytic Libraries, Error Reporting, Facebook, Twitter, Soomla.
- **3DS:** Continued development of FlickGolf and released on the Nintendo 3DS

## Technical Director

### Quarter Circle Punch

2011

- **iOS Developer:** I was the sole programmer working along side an artist and designer. Written in Cocos2D (Obj-C). Upon release it was featured by Apple in many categories and received recognition as a tough mobile game with a personality. Also created 'CakeMix by Cakes with Faces' as a brand promotional app.

## Systems Development Manager

### The Pony Club

2007-2012

- **Development of a custom cloud-based CRM** delivered as SaaS enabling volunteers based around the UK to manage membership. This resulted in huge savings as well as introducing social change by empowering volunteers, and improving communication, reporting and analytical procedures. (CakePHP, MySQL, Linux Management, HTML, CSS, Javascript, jQuery, SendGrid)
- **Development of web e-learning system** (PonyPrep) Nominated for two international awards focusing on delivering core training to younger members. (PHP, MySQL, CSS, HTML, Flash, Cloud Linux Hosting, E-Learning, Javascript)
- **Development and implementation of web e-commerce and classified advert systems** significantly increasing revenue and simplifying management dramatically. (PHP, Magento, Wordpress, Joomla, MySQL, CSS, HTML, SagePay, PayPal, SendGrid, Javascript)
- **Creation of training materials**, including documents, videos & interactive guides
- **Presentations** to small and large audiences for training and promotion.
- **Development of social media presence**

## Consultancy & Development Self-employed 2007-2012

Working with clients to develop solutions to tackle specific needs:

- **Development projects** including web development, database development, system integrations and communication improvements.
- **Hardware projects** including provisioning of desktop machines, small office network set-up (including Microsoft Windows Server, Exchange Server and backup solutions) and migrations of single servers or full networks.

## KTP Associate in IT Development Reading University/ RDA 2005-2007

**Watch a promotional video of the project:** <http://vimeo.com/9162381>

2 year contract - part of a government-funded scheme bringing graduates into companies for specific business development projects.

- **Primary focus: Development of systems to manage volunteers and participants**, replacing the existing solution which was inefficient, inconsistent, full of duplication and prone to errors.
- **Worked with the Salesforce Foundation** to implement a cloud-based solution.
- **Transformed the volunteer base** of 18,000 individuals across the UK from one relying on phone, fax and traditional mail support to one which embraced technology
- **Improved the web presence and in-house IT systems**, including the introduction of a networked solution.

## BSc Computer Science & Cybernetics University of Reading 1st Class with Honors 2002-2005

- Control systems, electronics, artificial intelligence and human-computer interaction, evolutionary computation as well as general development and software engineering skills.
- Final project: Development of a 6 degrees of freedom haptic interface, used by NASA, to simulate impossible environments, cloth environments & physical instability.
- Published in 2005 SCARP Cybernetic Research Symposium.

## NVQ Level 4 Management Skills 2005

- Finance & budget control
- Project management
- Dispute management
- Team management
- Time management
- Risk analysis

## A-Levels 2000-2002

Computer Science, Physics, Maths, Law

## Sound Engineering 2008

Evening course covering Pro-Tools and hardware for studio and live recording

## Awards

- **Won** Best Social Engineering Project within Europe, 2009
- **Won** Best KTP Project, 2009
- **Finalist** BCS Best Computing Project in Charitable Sector, 2007
- **Finalist** Best E-Learning Game, Simulation or Virtual Environment, 2011
- **Finalist** Best E-Learning Project Securing Widespread Adoption, 2011
- **Nominated** Young Business Leader, 2007

## Sports

- 3rd Place - English Wado-ryu Karate Championships
- Offered position on the UK Karate squad (declined due to injury)

## Personal Statement

Enthusiastic and always keen to learn new skills. I pride myself on being able to find alternate solutions to problems where traditional or existing approaches may not be suitable. I'm self motivated and ambitious, leading me to always strive to get the best results in any situation either as an individual or in a team.

## Hobbies

- **Music:** Playing drums, guitar, bass and piano, but hopeless at singing! Currently playing with a ska band and recently released our debut EP, but I enjoy a wide range of music styles.
- **Films:** Trips to the cinema are frequent!
- **Games:** Console, PC, card and board games. When I'm not playing games, I'm making them.
- **Travel:** Love to travel. Recently visited Tokyo, Las Vegas, Zion, New York, San Francisco, LA, Florida and Barcelona.
- **Technology:** Reading about it, talking about it, using it, buying it!
- **Japanese food:** Making it and eating it.