

LUC SHELTON

E: LUCSHELTON@GMAIL.COM – W: WWW.LUCSHELTON.COM

PERSONAL PROFILE

Originally born and raised in England but brought up in a bilingual household of French and English due to cultural and family influences. Frequent contributor to open-source projects. 4 years in the British games industry and 1 year in the Swiss banking industry.

EDUCATION

University of Derby 2009 – 2013: BSc. Hons. Computer Games Programming - First-class honours (bachelor's degree)
Secondary school and college level qualifications can be provided on demand.

TECHNICAL SKILLS

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| PHP, HTML, (S)CSS and JavaScript | <ul style="list-style-type: none">▪ Backend Frameworks: SilverStripe 3.1 (PHP), Flask 0.12 (Python)▪ Frontend: AngularJS 1.8.3 and 4.0, jQuery▪ JavaScript (ECMAScript 5) and TypeScript▪ Databases: MySQL 5.5 and MongoDB 2.7▪ (L/W)AMP stack▪ Templating: Bootstrap 2, 4 Alpha and Ink CSS | <ul style="list-style-type: none">▪ Styling: SASS and SCSS▪ Backend: NodeJS, PHP 5 and Python 2.7.13▪ HTML 5 and CSS 3▪ Web APIs: GitHub, Facebook, Twitter OAuth 2.0 API familiarity▪ WebSockets (Socket.IO)▪ Web Servers: Apache 2.4, NGINX |
| C# & XAML | <ul style="list-style-type: none">▪ Applications: Windows Store App development. (Windows 8.1) – Developed and published an app called “MemeFactory”.▪ Windows Presentation Foundation (WPF).▪ .NET 4.5.1 features – async, await and LINQ expressions.▪ Multi-threaded programming.▪ Unit Testing: Visual Studio Unit Testing 2015 and 2017.▪ Xbox Tools Framework (XTF).▪ Version control: Perforce .NET API, Sharp SVN.▪ Windows Services: Win32 back-end services with error and crash reporting for live monitoring. | <ul style="list-style-type: none">▪ Native Wrappers: Developed CLR and .NET based wrappers for native libraries using CLI – Autodesk FBX C++ SDK.▪ Interoperability: P/Invoke – Platform Invocation Services and Common-Language Infrastructure.▪ Games Development: MonoGame, XNA game framework for Windows Store and Desktop. Active open source contributor.▪ Networking applications: IRC, HTTP and Web Socket services.▪ MS Build 4.0 / 12.0: Custom build tasks, automation and fully featured build systems.▪ APIs: MongoDB, MySQL. |
| C & C++ | <ul style="list-style-type: none">▪ Rendering: DirectX SDK 11.1 (June 2010), GDI+ drawing library▪ Common-Language Interface (native .NET), C++ and C#▪ Xbox One XDK▪ Windows programming: Win32 API / WinRT▪ Compilers: GCC 4.9, MSVC 11.0 and 14.0 | <ul style="list-style-type: none">▪ Chromium Embedded Framework 3▪ SDKs: Autodesk FBX SDK 2015, PlayStation Portable SDK (GCC)▪ C++: 11/14▪ Unreal Engine: 4.12 and 3▪ 3D Graphics: 3D mathematics (vectors, matrices) using GDI+ for software-based rendering |
| Unreal Engine 3 | <ul style="list-style-type: none">▪ Native Unreal Engine 3 familiarity (C++)▪ Shipped titles: Gears of War: Ultimate Edition, Dirty Bomb.▪ External tools engine integration using C#, C++ with HTTP and web-based services.▪ Gameplay programming experience using UnrealScript with native bindings. | <ul style="list-style-type: none">▪ Unreal Development Kit and Unreal Script: Developed several small games during time at university.▪ Automation and Telemetry: Functional testing, telemetry and content pipeline tools for localization and assets.▪ Steamworks: Crash Reporting Integration |
| Python 2.7.13 | <ul style="list-style-type: none">▪ Web: Flask 0.12 web microframework. Developed back-end for all internal facing web applications. Featuring SQL database connectivity, caching (memcache), | <ul style="list-style-type: none">▪ Build systems: Automation and build frameworks, version control handling and file management. Integration with Perforce and Steamworks build publishing |

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| | authentication and session handling. | pipeline. |
| MIPS Assembly | <ul style="list-style-type: none"> Strong understanding of the MIPS assembly language. Utilized MARS simulator for testing on PC. | <ul style="list-style-type: none"> Created media player for the MIDI file format (student project) using MIPS only. Used in with the PSP (MIPS-based CPU). |
| PSP SDK | <ul style="list-style-type: none"> Familiarity with GCC toolchain for the PSP SDK. Multi-threaded noise pattern generation. | <ul style="list-style-type: none"> Optimized Perlin noise generation using on-board FPU for a demo scene project. |
| SQL and MongoDB | <ul style="list-style-type: none"> Postgres SQL Microsoft SQL Server 2017 | <ul style="list-style-type: none"> MongoDB 2.7 MySQL 5.5 |
| Xbox One XDK | <ul style="list-style-type: none"> Durango XDK: Versions between June 2014 to May 2016. Utilized COM-based XDK/XTF to develop various tools for automation, deployment and debugging in C# | <ul style="list-style-type: none"> Worked with The Coalition (Microsoft) to further improve XDK and tools for Gears of War: Ultimate Edition. |

Task Management

- Jira
- Confluence

Source Control

- Subversion 1.7
- Git
- Perforce

Continuous Integration Systems

- Buildbot
- TeamCity 9, 10 and 2017

EMPLOYMENT

2013-2017 (Sep-Present) – 4 years

Bromley, UK

Splash Damage Ltd. – *Assistant Tools, Associate Tools, Tools and Senior Tools Programmer*
Dirty Bomb - Performance hotspot, functional testing and telemetry systems. Web applications for monitoring crash reports from the live game. Developed back-end anti-cheat services for the live game.

Gears of War: Ultimate Edition – Legacy tools porting from Xenon to Durango (Xbox Tools Framework). Ported co-op gameplay and cinematic features to Xbox One.

Gears of War 4 – In-game debugging tools for localization and UI teams. Ported in-game UI framework to Windows 10.

Studio-wide Tools and Services – Shader map baking tools (normal, ambient occlusion). Localization management tools used for Dirty Bomb and Batman: Arkham Origins. Desktop applications for build tracking and versioning. Build systems and back-end services programming for Dirty Bomb (anti-cheat).

Unannounced Project – Build system with automated testing and validation pipeline. Developer-facing tools for versioning, tracking and asset creation.

2011-2012 (Aug-Aug) – 1 year

Neuchatel, Switzerland

Mansour Investment Group – *Trainee Analyst Programmer*

Internal Reporting Systems – Automated reporting services for all white-label customers.

Systems Integration – C# .NET wrappers for native back-end APIs for trading platforms using C++/CLI (MetaTrader 4 and 5).

Data Analytics – Large and comprehensive SQL queries outputting detailed analytics of a customer's account

REFERENCES

Swiss Quote

Olaf Kupschina

Head of R&D

4, Avenue d'Ouchy
 1006 Lausanne - Switzerland
 Lausanne

Tel: +41 58 721 90 01

Anglia Ruskin University

Tommy Thompson

Programme Leader

Anglia Ruskin University
 Compass House, 80 Newmarket Road,
 Cambridge, UK.
 CB1 1PT

Tel: +44 845 196 5199

Splash Damage

Marc Fascia

Studio Technical Director

Royal Court
 81 Tweedy Road
 Bromley, Kent
 BR1 1TG

Email: info@splashdamage.com

SPOKEN LANGUAGES

English (native), French (strong)