

LUC SHELTON

E: lucshelton@gmail.com – W: www.lucshelton.com

PERSONAL PROFILE

Graduated from the University of Derby in 2013 with first-class honours and have a total of 4 years of experience in games and software development. I've worked at a foreign exchange investment bank (MIG) in Neuchatel, Switzerland as well as a games development studio (Splash Damage) in the Bromley, UK. Originally born and raised in England but brought up in a bilingual household of French and English due to cultural and family influences. I'm passionate about the work that I do and regularly work on projects and small games within my spare time to ensure that my knowledge is up to date. I have a full UK driving license with no points against it.

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">▪ SilverStripe 3.1 Framework (PHP)▪ AngularJS 1.8.3, 2.0 (JavaScript)▪ MySQL 5.5 (Linux and Windows environments)▪ (L/W)AMP stack▪ Bootstrap 2 and 4 & Ink CSS▪ jQuery | <ul style="list-style-type: none">▪ SASS/SCSS▪ HTML5 (most features)▪ CSS3 (most features)▪ GitHub, Facebook, Twitter OAuth 2.0 API familiarity.▪ WebSockets (socket.io) RFC6455 |
| C# & XAML | <ul style="list-style-type: none">▪ Windows Store App development (Windows 8.1) – Developed an app called “MemeFactory”▪ Developed Windows Store Component Libraries for interfacing with C++/CX for Direct2D rendering (consumed by C#).▪ Windows Presentation Foundation (WPF)▪ .NET 4.5.1 features (async, lambdas etc.)▪ .NET multi-threaded programming.▪ Unit testing▪ Xbox Tools Framework (XTF) | <ul style="list-style-type: none">▪ Developed various CLR implementations for native libraries using CLI – Autodesk FBX C++ SDK for instance.▪ Developed several small games with MonoGame & XNA game framework▪ Network based applications▪ MS Build 4.0 / 12.0 – Extension of features and development of various build tasks▪ MongoDB & MySQL C# connector API▪ Perforce .NET API (C with P/Invoke) |
| C & C++ | <ul style="list-style-type: none">▪ DirectX SDK 11.1 (June 2010)▪ Common-Language Interface (native .NET) with the MetaTrader 4 Manager API▪ Xbox One XDK▪ Win32 API▪ Rendering engine leveraging of 3D mathematics (vectors, matrices) and using GDI+ for software-based rendering | <ul style="list-style-type: none">▪ Chromium Embedded Framework 3▪ PSP SDK (GCC toolchain) with SN Systems Debugger▪ GDI+ drawing library▪ Autodesk FBX SDK 2015▪ C++11/14, GCC 4.9, MSVC 11.0 and 14.0▪ Unreal Engine 4.12 and 3 |
| Unreal Engine 3 | <ul style="list-style-type: none">▪ Native Unreal Engine 3 familiarity (C++)▪ Dirty Bomb▪ Gears of War: Ultimate Edition▪ Engine integration tasks for external tools.▪ Gameplay programming with UnrealScript (with native bindings) | <ul style="list-style-type: none">▪ Unreal Development Kit▪ Student project UDK game – “Dr. Necro’s Time of Death”.▪ Student project UDK game – “Wilson’s Island”.▪ Functional testing, telemetry and content pipeline tools. |
| Python 2.7 | <ul style="list-style-type: none">▪ Web: Flask 1.12 web development framework with Python▪ Web: Developed all server-sided software for internal web infrastructure. | <ul style="list-style-type: none">▪ Buildbot and build systems: Used to create scripts for automating various tasks, including version control handling and file management. |
| MIPS Assembly | <ul style="list-style-type: none">▪ Strong understanding of the MIPS assembly language. | <ul style="list-style-type: none">▪ Created media player for the MIDI file format (student project) using MIPS only. |

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| | <ul style="list-style-type: none"> Utilized MARS simulator for testing on PC. | <ul style="list-style-type: none"> Used in with the PSP (MIPS-based CPU). |
| PSP SDK | <ul style="list-style-type: none"> Familiarity with GCC toolchain for the PSP SDK. Developed optimized demo scene project using FPU for multi-threaded noise generations. | <ul style="list-style-type: none"> Worked with the on-board FPU for enhancing Perlin noise generation times (demo scene). |
| SQL & MongoDB | <ul style="list-style-type: none"> PostgreSQL. MSSQL. MySQL 5.5. | <ul style="list-style-type: none"> MongoDB 2.7 (Windows). Windows and Linux (Ubuntu 10.04 32-bit) environments. SSH server management. |
| Xbox One SDK | <ul style="list-style-type: none"> Familiarity with 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 (Weak)
- TeamCity (Very Strong)

EMPLOYMENT

2011-2012 (Aug-Aug)
– 1 year

Mansour Investment Group (Neuchatel, Switzerland) – Trainee Analyst Programmer

Developed key internal software such as reporting systems for our international clients and security systems for licensing our software to other organisations. Wrote software across numerous Windows Server 2003 environments within our internal infrastructure and have written CLR (.NET) wrappers for C++ trading APIs (MetaTrader 4) where required of me. Extended and unit tested all written code libraries within the organisation. Worked frequently with MySQL 5.5 and the .NET connector API for interfacing with it. Travelled on business to *Istanbul, Turkey* to engage with clients in person to resolve outstanding technical issues, strategizing deployment of in-house developed software and to understand the client's infrastructure.

2013-2017 (Sep-Present) – 3 years

Splash Damage Ltd. – Assistant, Associate, Tools Programmer

Worked on 3 shipped titles: Nexon published free-to-play game Dirty Bomb, Gears of War 4 and Gears of War: Ultimate Edition. My work on Dirty Bomb consisted of developing functional testing and telemetry systems, content pipeline tools for artists (shader map baking software) and software used for managing localization content with relevant narration audio. Additionally, I developed internal web infrastructure and backend services for viewing and collecting crash reports from the live game. While working on Gears of War: Ultimate Edition, my focus was updating pre-existing legacy tools to support the Xbox One XDK using both the XTF and other proprietary Microsoft libraries, creating functional testing and internal build systems (TeamCity), as well doing any outstanding gameplay programming and core-tech bug fixing work towards the end of the project. During the development cycle of Gears of War 4 I worked on debugging features for localization, UI and gameplay teams, the user interface for the Windows 10 port, as well as backend and infrastructure services that supported the team. This included anything from automated build deployment tools for QA to services for managing the content cache and Perforce repository priming for the rest of the team.

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)