

LUC SHELTON

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PROFILE

Dual national brought up in a bilingual household of French and English due to cultural and family influences. Frequent contributor to open-source projects, and hobbyist programmer. 5 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)
School and college level qualifications can be provided on demand.

TECHNICAL SKILLS

Web	<ul style="list-style-type: none">▪ Frontend: Angular 4, jQuery, Bootstrap.▪ Backend: Python 2.7, NodeJS with TypeScript (REPL), and PHP 7+▪ REST APIs: GitHub, Twitter, Spotify, Slack, and Twitch.▪ Styling: CSS3, SCSS, and SASS.	<ul style="list-style-type: none">▪ Servers: Apache 2.4 and Nginx.▪ Frameworks: SilverStripe 4.3 (PHP), Angular (TypeScript), and Flask (Python).▪ Other: Familiarity with websockets (RFC6455) and Socket.IO, and various HTML5 features.
C#	<ul style="list-style-type: none">▪ Databases: EntityFramework 6 and SQL Server, MySQL Connector, MongoDB Connector▪ Windows Platform: WPF/XAML and WinForms▪ Services: Service Control Manager (SCM) supported Win32 services.▪ MSBuild 4.0, 12.0: Custom build tasks and extensions.	<ul style="list-style-type: none">▪ Native and Interoperation: Platform Invocation Services (P/Invoke), and C++/CLI (Common-Language Interface).▪ Version Control: P4API.NET (Perforce) and SharpSVN (SVN).▪ Unit Testing: MSTest Test Framework 1.4.
C & C++	<ul style="list-style-type: none">▪ Rendering: DirectX SDK 11.1 (June 2010), and GDI+.▪ Windows Platform: Win32 APIs and WinRT with C++/CX.▪ Compilers: GCC 4.9, MSVC 11.0 and 14.0.	<ul style="list-style-type: none">▪ Libraries: LibTorrent, LibCURL, and Chromium Embedded Framework 3 (CEF), and SIMD.▪ SDKs: Autodesk FBX SDK 2015, PlayStation Portable SDK (GCC), Xbox One XDK.▪ C++: Language features in 11 and 14.▪ 3D Graphics: 3D mathematics - vectors, matrices.
Unreal Engine 4	<ul style="list-style-type: none">▪ Localization: User-facing tooling for QA and production, and localization pipeline support.▪ User Interfaces: Experience in Slate, UMG and Blueprints. Developing and extending UI subsystems.	<ul style="list-style-type: none">▪ Builds and Automation: Engine, Game, and Content Build Configurations using BuildGraph. Automation tooling with commandlets.▪ Online Services: Online Subsystems, User State Management and Authentication (Xbox Live).▪ Tooling: Debugging visualizations with in-game renderer.
Python	<ul style="list-style-type: none">▪ Web: Backend web services with Flask.▪ Libraries: P4Python and Flask.▪ Versions: Python 2.7 (Windows).	<ul style="list-style-type: none">▪ Build Systems: Automation and Build Systems with Buildbot Framework.
MIPS Assembly	<ul style="list-style-type: none">▪ Utilized MARS simulator for testing on PC.	<ul style="list-style-type: none">▪ Used with the PSP (MIPS-based).
PSP SDK	<ul style="list-style-type: none">▪ GCC toolchain for the PSP SDK.▪ Multi-threaded Perlin noise pattern generation.	<ul style="list-style-type: none">▪ FPU optimizations.
Databases	<ul style="list-style-type: none">▪ Relational: SQL Server 2017 and MySQL 5.5 and MariaDB.	<ul style="list-style-type: none">▪ Non-relational: MongoDB 2.7.
Xbox One XDK	<ul style="list-style-type: none">▪ Durango XDK: Versions between June 2014 to May 2016.	<ul style="list-style-type: none">▪ Automation, deployment, and debugging tooling using COM-based XTF (Xbox Tools Framework).

EXPERTISE

Project and Task Management

- Jira
- Confluence

Source Control

- Subversion (SVN)
- Git
- Perforce

Build Systems

- Buildbot
- TeamCity
- Jenkins

EMPLOYMENT HISTORY

Splash Damage Ltd.

2013-2019 (Sep-Present) – 5 years Bromley, UK

Assistant, Associate, Tools and Senior Tools Programmer

- **Shipped Titles:** [Dirty Bomb](#), [Gears of War: Ultimate Edition](#), [Gears of War 4](#), and [Halo: Master Chief Collection \(PC\)](#).
- **Roles:** Studio Tooling, UI, Online Services, Core-Tech, and Localization.
- **Builds and Automation:** Binary and content validation build systems for engine and game. Remote personal build, and automated build deployment tooling.
- **Functional Testing and Performance Telemetry:** Automated nightly tests for performance telemetry and functional testing gameplay features. Developed clients and services for remote target connectivity on Xbox One and PC.
- **Localization:** User-facing localization tooling with Production and QA verification pipeline.
- **Content Pipelines:** SIMD optimized shader map baking tooling for artists. Localization strings conversion.
- **Infrastructure:** Backend services for automation, backups, web applications, and heuristics-driven anti-cheat. Perforce extensions for server-sided pre-commit validation.
- **User Interfaces:** Extending and adding features to UI subsystems. Adding portability to existing systems for UI rendering between Xbox and Windows 10.
- **Online Services:** Integration of online subsystems, user state management, and authentication flow with Xbox Live services (Halo).
- **Crash and Error Reporting:** Backend services and user-facing applications for collecting, packaging, and visualizing crash reports. Cross-platform support.
- **Tool Authoring Framework:** Developed and maintained a repository of shared libraries and frameworks used for rapidly developing, versioning, and publishing tooling to dependent users in the studio.

More: <https://lucshelton.com/career/splash-damage/>

Mansour Investment Group

2011-2012 (Aug-Aug) – 1 year

Trainee Analyst Programmer

- **Internal Client Reporting Systems:** Automated reporting services for all white-label customers.
- **Systems Integration:** C# .NET wrappers for native backend APIs used by trading platforms. Developed using a combination of C++/CLI (support for MetaTrader 4 and 5).
- **Data Analytics:** Optimized multi-table and parameterised SQL queries outputting client account analytics.

More: <https://lucshelton.com/career/mansour-investment-group/>

REFERENCES

Swiss Quote

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SPOKEN LANGUAGES

English (native), French (working proficiency)