

# 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. 7 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

<b>C &amp; C++</b>	<ul style="list-style-type: none"><li>▪ <b>Rendering:</b> DirectX SDK 11.1 (June 2010), and GDI+.</li><li>▪ <b>Windows Platform:</b> Win32 APIs and WinRT with C++/CX.</li><li>▪ <b>Compilers:</b> GCC 4.9, MSVC 11.0 and 14.0.</li><li>▪ <b>C++/CLI:</b> Managed C++ (Interoperation with C# and .NET Framework)</li></ul>	<ul style="list-style-type: none"><li>▪ <b>Libraries:</b> LibCURL, and Chromium Embedded Framework (CEF).</li><li>▪ <b>SDKs:</b> Autodesk FBX, PlayStation Portable, Xbox One.</li><li>▪ <b>C++:</b> Familiarity with C++11 and C++14 features.</li><li>▪ <b>3D Graphics:</b> Vector and 3D mathematics.</li></ul>
<b>C#</b>	<ul style="list-style-type: none"><li>▪ <b>Databases:</b> EntityFramework 6</li><li>▪ <b>Window:</b> WPF/XAML and WinForms</li><li>▪ <b>Services:</b> Service Control Manager (SCM) supported Win32 services.</li><li>▪ <b>MSBuild:</b> Custom build tasks.</li><li>▪ <b>Runtimes:</b> .NET Core and .NET 5.</li></ul>	<ul style="list-style-type: none"><li>▪ <b>Native and Interoperation:</b> Platform Invocation Services (P/Invoke), and C++/CLI (Common-Language Interface).</li><li>▪ <b>Version Control:</b> P4API.NET (Perforce) and SharpSVN (SVN).</li><li>▪ <b>Unit Testing:</b> MSTest and xUnit</li></ul>
<b>Web</b>	<ul style="list-style-type: none"><li>▪ <b>Frontend:</b> Angular, jQuery, Bootstrap 4.5+</li><li>▪ <b>Backend:</b> Python 3, NodeJS with TypeScript (REPL), and PHP 7+</li><li>▪ <b>REST APIs:</b> GitHub, Twitter, Spotify, Slack, and Twitch.</li></ul>	<ul style="list-style-type: none"><li>▪ <b>Servers:</b> Apache and Nginx.</li><li>▪ <b>Frameworks:</b> SilverStripe (PHP), Angular (TypeScript), and Flask (Python).</li><li>▪ <b>Other:</b> Websockets</li><li>▪ <b>Styling:</b> CSS3 and SASS.</li></ul>
<b>Unreal Engine 4</b>	<ul style="list-style-type: none"><li>▪ <b>Localization:</b> User-facing tooling for QA and production, and localization pipeline support.</li><li>▪ <b>UI:</b> Experience in Slate, UMG and Blueprints. Developing and extending UI subsystems.</li><li>▪ <b>Tooling:</b> Debugging visualizations with in-game renderer.</li></ul>	<ul style="list-style-type: none"><li>▪ <b>Builds and Automation:</b> Engine, Game, and Content Build Configurations using BuildGraph. Automation tooling with commandlets.</li><li>▪ <b>Online Services:</b> Online Subsystems, User State Management and Authentication (Xbox Live).</li></ul>
<b>Python</b>	<ul style="list-style-type: none"><li>▪ <b>Web:</b> Backend services with Flask.</li><li>▪ <b>Libraries:</b> P4Python, Flask.</li></ul>	<ul style="list-style-type: none"><li>▪ <b>Build Systems:</b> Buildbot Framework.</li><li>▪ <b>Versions:</b> Python 3.7</li></ul>
<b>MIPS Assembly</b>	<ul style="list-style-type: none"><li>▪ Utilized MARS simulator for testing on PC.</li></ul>	<ul style="list-style-type: none"><li>▪ Used with the PSP SDK (MIPS-based).</li></ul>
<b>PSP SDK</b>	<ul style="list-style-type: none"><li>▪ GCC toolchain for the PSP SDK.</li><li>▪ Multi-threaded Perlin noise pattern generation.</li></ul>	<ul style="list-style-type: none"><li>▪ Familiarity with FPU intrinsic functions for performant vector math operations.</li></ul>
<b>Databases</b>	<ul style="list-style-type: none"><li>▪ <b>Relational:</b> SQL Server 2017, MySQL 5.5, and MariaDB.</li></ul>	<ul style="list-style-type: none"><li>▪ <b>Non-relational:</b> MongoDB 4+</li></ul>
<b>Xbox One XDK</b>	<ul style="list-style-type: none"><li>▪ <b>Durango XDK:</b> Versions between June 2014 to May 2016.</li></ul>	<ul style="list-style-type: none"><li>▪ Automation, deployment, and debugging tooling using COM-based XTF (Xbox Tools Framework).</li></ul>

## EXPERTISE

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Project Management	Source Control	Build Systems	Operating Systems	Containers and Cloud Platforms
<ul style="list-style-type: none"><li>▪ Jira</li><li>▪ Confluence</li></ul>	<ul style="list-style-type: none"><li>▪ Subversion (SVN)</li><li>▪ Git</li><li>▪ Perforce</li></ul>	<ul style="list-style-type: none"><li>▪ Buildbot</li><li>▪ TeamCity</li><li>▪ Jenkins</li></ul>	<ul style="list-style-type: none"><li>▪ Windows 10</li><li>▪ Ubuntu Server 18.04</li><li>▪ OS X</li></ul>	<ul style="list-style-type: none"><li>▪ Docker</li><li>▪ Google App Engine</li></ul>

## EMPLOYMENT HISTORY

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**Yakuto Ltd.** **February 2020 – September 2020 – 8 months – London, UK**  
*Senior Tools Engineer*

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- **Shipped Titles:** [Ping Pong Fury](#)
- **Roles:** Builds and Automation, Localization, Backend Services, and Miscellaneous Tooling.
- **Builds and Automation:** Refactoring existing build system for OS X and Unity, using a combination of TeamCity and Docker.
- **Web Tooling:** Ported various analytics backend services deployed to Google App Engine to later versions of Python and NodeJS.
- **Asset Pipeline:** Fixing and extending the existing image asset pipeline used for Unity game client, including texture packing and compression.

More: <https://lucshelton.com/career/yakuto>

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**Splash Damage Ltd.** **September 2013 - October 2019 – 6 years – Bromley, UK**  
*Assistant, Associate, Tools and Senior Tools Programmer*

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- **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:** Parallelized build systems for content and game. Personalized builds with local modifications, 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.
- **Infrastructure:** Backend services for automation, backups, web applications, and heuristics-driven anti-cheat. Perforce extensions for server-sided pre-commit validation.
- **User Interfaces:** Extended and added features to UI subsystems for Halo: MCC. Ported UI subsystems between Xbox and Windows 10.
- **Online Services:** Integration of online subsystems, user session state management, and authentication flow with Xbox Live services (Halo).
- **Crash and Error Reporting:** Backend services and tooling for collecting, packaging, and visualizing crash report data. Cross-platform support on Xbox One and Windows.
- **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 through our build system.

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

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**Mansour Investment Group** **August 2011- August 2012 – 1 year – Neuchâtel, Switzerland**  
*Trainee Analyst Programmer*

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*Details omitted for brevity and relevance. Click link below for more information.*

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

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## SPOKEN LANGUAGES

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English (native), French (working proficiency)