

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

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.▪ C++/CLI: Managed C++ (Interoperation with C# and .NET Framework)	<ul style="list-style-type: none">▪ Libraries: LibCURL, and Chromium Embedded Framework (CEF).▪ SDKs: Autodesk FBX, PlayStation Portable, Xbox One.▪ C++: Familiarity with C++11 and C++14 features.▪ 3D Graphics: Vector and 3D mathematics.
C#	<ul style="list-style-type: none">▪ Databases: EntityFramework 6▪ Window: WPF/XAML and WinForms▪ Services: Service Control Manager (SCM) supported Win32 services.▪ MSBuild: Custom build tasks.▪ Runtimes: .NET Core and .NET 5.	<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 and xUnit
Web	<ul style="list-style-type: none">▪ Frontend: Angular, jQuery, Bootstrap 4.5+▪ Backend: Python 3, NodeJS with TypeScript (REPL), and PHP 7+▪ REST APIs: GitHub, Twitter, Spotify, Slack, and Twitch.	<ul style="list-style-type: none">▪ Servers: Apache and Nginx.▪ Frameworks: SilverStripe (PHP), Angular (TypeScript), and Flask (Python).▪ Other: Websockets▪ Styling: CSS3 and SASS.
Unreal Engine 4	<ul style="list-style-type: none">▪ Localization: User-facing tooling for QA and production, and localization pipeline support.▪ UI: Experience in Slate, UMG and Blueprints. Developing and extending UI subsystems.▪ Tooling: Debugging visualizations with in-game renderer.	<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).
Python	<ul style="list-style-type: none">▪ Web: Backend services with Flask.▪ Libraries: P4Python, Flask.	<ul style="list-style-type: none">▪ Build Systems: Buildbot Framework.▪ Versions: Python 3.7
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 SDK (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">▪ Familiarity with FPU intrinsic functions for performant vector math operations.
Databases	<ul style="list-style-type: none">▪ Relational: SQL Server 2017, MySQL 5.5, and MariaDB.	<ul style="list-style-type: none">▪ Non-relational: MongoDB 4+
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 Management	Source Control	Build Systems	Operating Systems	Containers and Cloud Platforms
<ul style="list-style-type: none">▪ Jira▪ Confluence	<ul style="list-style-type: none">▪ Subversion (SVN)▪ Git▪ Perforce	<ul style="list-style-type: none">▪ Buildbot▪ TeamCity▪ Jenkins	<ul style="list-style-type: none">▪ Windows 10▪ Ubuntu Server 18.04▪ OS X	<ul style="list-style-type: none">▪ Docker▪ Google App Engine

EMPLOYMENT HISTORY

Yakuto Ltd.

Senior Tools Engineer

February 2020 – September 2020 – 8 months – London, UK

- **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>

Splash Damage Ltd.

Assistant, Associate, Tools and Senior Tools Programmer

September 2013 - October 2019 – 6 years – Bromley, UK

- **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/>

Mansour Investment Group

Trainee Analyst Programmer

August 2011- August 2012 – 1 year – Neuchâtel, Switzerland

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

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

SPOKEN LANGUAGES

English (native), French (working proficiency)