



DEAN RUTTER

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OVERVIEW

Since leaving university I have become an adept programmer with knowledge in multiple languages. I specialise in C# with advanced skills in Unity, Flex and UDK. My main interest lies within UI programming and design, as well as Engine development and tool creation.

EDUCATION

Staffordshire University, Stafford, Staffordshire
Multiplayer Online Games Design, 2011– 2:1 with honours

LEAD DEVELOPER & LINE MANAGER, INTOUCH GAMES, HALESOWEN – AUG 2015 – PRESENT

This role primary involved leading a team of 10 people, including 4 developers, through the development process. In addition to this I also worked closely with other leads, and our central technology team, to achieve development in the common code.

During the past year I developed the lobby that appears in all games. This involved working with all the active games in development and helping to improve user engagement, financial transactions and usability. In addition to this work I also created multiple tools and documents to make this development process easier. This included an updater tool that allowed the other developers to pull the new common code directly from a release-branch on SVN through the editor.

Day to day work includes developing a slots game, daily stand-ups with the team, code reviews, performance reviews and ensuring there is nothing blocking the development process.

DEVELOPER, SOSHI GAMES, BIRMINGHAM – FEB 2012 – AUG 2015

Lead developer of Queen: Play the Game. The official Queen game and my biggest project to date. Previously the lead developer of Clue the Music and other branded games. My main language is C# within Unity and basic server side code in PHP/Javascript. Previously I used AS3 & Flash in Music Festivals Game. I have also worked on other projects including a social media application called WAMedu. This used the Windows Phone API & the .Net framework.

Responsibilities include meeting strict deadlines, handling and debugging problems within the source code and making regular reports about progress and issues using the SCRUM work method.

PROJECT LEADER/DEVELOPER, DARK MATTER – NOV 2011 – APR 2012

Dark Matter is an indie game created by myself and submitted for Xbox LIVE. I created this project using XNA, a C# based development API for the Xbox 360. I led the project and did all programming. A simple level editor was created to support level design by two friends.