

DEAN RUTTER

Games Developer



EMAIL

DEAN@ORBONIS.CO.UK

WEBSITE

[HTTP://WWW.ORBONIS.CO.UK/](http://www.ORBONIS.CO.UK/)

LOCATION

BIRMINGHAM, UK

EDUCATION

STAFFORDSHIRE UNIVERSITY, MULTIPLAYER ONLINE GAMES DESIGN, 2011, 2:1 WITH HONOURS

OVERVIEW

I'm an experienced programmer with knowledge in multiple languages. My most recent experience covers advanced skills in Unity, C# and HTML5/WebGL, Typescript. My main interest lies in UI/UX programming and design, as well as engine development and tools creation.

EXPERIENCE OVERVIEW

- **Engines & Frameworks**
 - Unity
 - PIXI
 - WebGL
 - Canvas
 - Flash
 - XNA
 - .Net Framework (C#)
- **Languages**
 - C#
 - Typescript/JavaScript
 - Java
 - Objective-C
 - Swift
 - ActionScript 3
- **Workflows**
 - Agile
 - SCRUM
 - Waterfall
- **Software**
 - Atlassian Suite
 - JIRA
 - Bitbucket
 - Confluence
 - Bamboo
 - TeamCity
 - Draw.io
- **Roles**
 - Lead Developer
 - Senior Developer

PROJECT LEADER/DEVELOPER

DARK MATTER

NOV 2011 – APR 2012

Dark Matter is an indie game I created 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.

DEVELOPER

SOSHI GAMES

FEB 2012 – AUG 2015

Lead developer of Queen: Play the Game, an official game for the band Queen. Previously the lead developer of Clue the Music and other branded games.

My main language was 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.

LEAD DEVELOPER

INTOUCH GAMES

AUG 2015 – NOV 2017

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 first year I developed the lobby that appears in all games, as well as the games themselves. 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 Git through the Unity editor. Most of this work was done in Unity, with some native plugin development.

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

SENIOR FRAMEWORK DEVELOPER

INTOUCH GAMES

NOV 2017 – PRESENT

After working as a lead for a couple of years, Intouch started to develop their own game engine. With my experience in the existing common code built in Unity, I was asked to join the framework team and provide insight into the requirements from the game developers and to help avoid some of the problems we had already encountered in development.

The work I have done so far includes core code development for slots games, networking, rendering, build tools and other related systems, all written in Typescript and WebGL. In addition to the framework, I have also assisted in the editor's development.

The core renderer was based on PIXI, though a few modifications had to be made to suit our purpose and improve on some areas of performance. I retained many lead responsibilities during the transition, while another developer is undergoing leadership training. I also act as the main point of contact for the games development team with any feedback on the framework or editor.