Henry Stratton

Games Programmer

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A hardworking and dedicated individual from Nottingham England, now living and working out of Adelaide South Australia. A combination of programming skills, experience, and drive to learn new things as required, make me well suited for a wide range of tasks and challenges in the games industry.

Work History

March 2018 - Present

Games Programmer - Mighty Kingdom

- •Developing and maintaining codebases for mobile and console game projects.
- •Integration of 3rd party SDKs for multiple platforms and services.
- •Developing and maintaining internal and external facing web applications.
- •Lead investigations into new technologies and advise project direction.
- •Estimate tasks and assist delegation of tasks across the programming team.
- •Working with remote partners to provide support for automatic testing solutions.
- •Lead programmer for several currently unannounced projects for Google.

C#, ASP.Net, EntityFramework, Javascript

July 2012 - February 2018

Games Programmer - Fuzzy Frog Ltd.

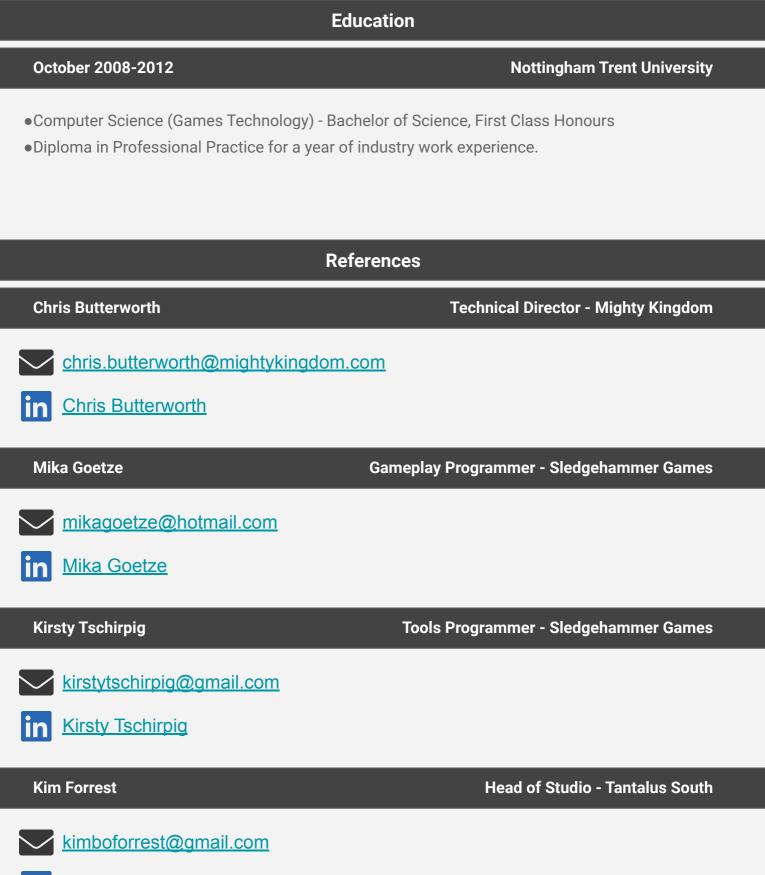
- •Developing and maintaining codebases for mobile games projects.
- •Integration of 3rd party SDKs for multiple platforms and services.
- •Developing and maintaining continuous integration system and build-delivery system.
- •Estimate tasks and assist delegation of tasks across the programming team.
- •Lead programmer for several projects, including a physics-based football game for mobile.
- •Helped develop several initial project prototypes for mobile.

C#, Node.js, Java, Objective-C

2010 - 2012

Programmer / Artist - Nerf Games Ltd.

- •Developing and maintaining code for PC based XNA games.
- •Developing internal tools for level editing.
- •Generating 2D art assets for use in games, marketing, and public facing identity.



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