

Henry Stratton

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I'm a dedicated individual from Nottingham England. I've been working in the games industry since 2010, with a passion for programming going back several more. I've been interested in computing since school with a particular interest in video game development. A combination of a high level of IT skills and drive to learn new things as required make me well suited for a wide range of tasks and challenges in the IT field. Whilst my experience is as a generalist programmer, I find the most entertaining work to be developing tools and supporting systems.

Education

2008 – 2012 Nottingham Trent University.

BA(Hons) Computer Science (Games Technology).

This degree covered; Design and analysis of real time systems, software engineering (C++, C# and Java). As well as 3D modelling and games design.

Hitchin Boys School, Hertfordshire.

A Levels 2008

Computer Science B

Product Design C

Applied ICT D

GCSE's 2006.

11 GCSE passes comprised of 3 C grades, 5 B grades and 3 A grades

Work Experience

2012 - Present, Programmer at Fuzzy-Frog Ltd.

My Role at Fuzzy-Frog is that of a generalist programmer, working primarily in C# for mobile apps and games built in the Unity engine, also utilizing java and objective-c for native plugins. I've worked on a number of different projects at this company including but not limited to:

- Medical rehabilitation apps, "Stress Free", "Phobia Free", and "Agoraphobia Free".
- Endless runners including "Hugo Troll Race 2" and "Cristiano Ronaldo: Kick'n'Run".
- Educational tarantula collection game "Real Scary Spiders" with Animal Planet.
- An as yet unreleased turn-based physics football game.
- A turn-based strategy game "Mr.Grouch's Lawn Invasion."

In addition to games work, I've also been involved in developing and maintaining several in-house tools/systems such as our automatic build pipeline, build delivery system, and web-based control panels for our applications.

2010 – 2012, Programmer and Artist, NerfGames LTD.

Programming elements of the core engine used within the company based in C# using the XNA framework. Outlining structure for future code bases programmed by employees of the company as well as programming and design of aspects within active projects. Generation of 2D graphic assets ranging from concept sketches to final in game art assets and website / promotional graphics. Projects for this company included:

- Actuate: A colour blending, tower defense game.
- Blox: Physics based, side scrolling, platform/puzzle game.

2007 – 2008, HBS Sports Center, Sports Center Assistant.

Position involved unlocking and locking the premises, set-up of various equipment, taking bookings, selling refreshments, cleaning and general administration work.

Volunteer / Community Work

October 2010, Host / Technical Assistant GameCity.

Acted in a more involved hosting role during the 2010 GameCity festival in which I was part of the small team dedicated to the managing and day to day running of the independent developers tent at the festival. Dealing with both members of the general public, and the developers themselves. Alongside this myself and other members of NerfGames provided assistance in the setting up and management of computers and other hardware for demonstrations.

October 2009, Steward, GameCity.

Acted as a steward for the GameCity festival in 2009, provided a crucial service in the form of day to day interaction with the general public as well as assisting the setting up of parts of the festival. With additional support to the monthly "Game City Nights" events that followed for a period of several months.