**Clark Stevenson**

 Omitted

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 [www.clarkstevenson.co.uk](https://www.clarkstevenson.co.uk)

 [github.com/clark-stevenson](https://github.com/clark-stevenson)

**Experience**

**Undisclosed, Edinburgh**

I have been working remotely for a small digital media agency based in Edinburgh and Paris for the past 11 years. Originally, I joined as a Game Developer but my role has continually changed. At the moment, I am responsible for the development of a large application where our existing catalog of advergames become single building blocks of a larger customizable experience. I am responsible for the full lifecycle and architecture.

Previous to my time here, I worked in QA for IPlay and Sony Computer Entertainment Europe.

**Angular Developer
*2018 – Present***

* Angular & Material
* RXJS
* NGXS
* Node
* Webpack
* Iframe boundaries
* Game Development
* Web Sockets
* API design
* Project Management

**TypeScript Developer
*2013 – 2017***

* Git
* Canvas and Renderers (Phaser, Pixi, Paper, Create)
* Gulp / Grunt
* TypeScript / ES6
* Entry to MVC / Backbone
* DOM scripting
* Game Development / Flash to TypeScript Ports
* Performance
* NPM
* Time (moment)
* Web Sockets

**Flash Runtime Developer / Actionscript / AIR
*2009 – 2012***

* OOP & Design Patterns
* XML / JSON
* Flash Games / iOS Apps
* Starling / Feathers / Texture Packer / Fonts / Vectors
* Particle and Physics Libraries
* Scripted Animation and Event Based Architectures
* Automated Build / Processing

**Education**

**Liverpool John Moore’s University *Multimedia Systems*
*2002 – 2006***