

## **Clark Stevenson**

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## **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**