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As a highly motivated and adaptive developer, my enthusiasm for learning new technologies along with years of rapid game and web development has driven my proficiency with many languages and tools, allowing me to be flexible when tackling problems. Over the last few years I have enjoyed expanding my role to include management of multiple large teams, and have picked up new tech stacks while moving between roles.

» Experience

Present	Senior Developer	TS/JS/NodeJS/React	Tes
Jun 2022	<p>Changing fields into web development, I utilised my previous knowledge to pivot quickly into the technologies needed for full stack development.</p> <p>I have since worked on and improved many products across multiple teams, while using my experience to provide individual support within my team. I have also created internal initiatives to improve our developer experience as well as getting involved in higher level framework discussions to keep pushing the company forward.</p>		
Jun 2022	Development Manager	TS/JS/WebGL/NodeJS/Docker	Live 5
Oct 2019	<p>As development manager, I oversaw all of the developers at Live 5 and had a responsibility to oversee production of over 20 games a year from my teams. I kept each stage of game development on track to meet both internal and external deadlines. By implementing a proper code review process, frequent standups and additional tooling for both developers and artists, we produced far more complex games in less time with fewer bugs. In addition, I mentored both junior and senior members of my team to develop their technical skills and knowledge.</p> <p>While managing the team was my foremost responsibility, I was still heavily involved with development. I tackled any particularly difficult coding problems for the team and architected large-scale changes within the codebase. For example, I integrated new business vital services and rebuilt our base renderer and loading core in TypeScript.</p> <p>One of the more interesting projects I directed was to rebuild our backend, focusing on providing local and remote interfaces to the data generation that allowed for faster development of more reliable game backends. The deployment process was also rebuilt to allow deploying into AWS for browser game access, as a package for a separate serverless game build and to run a statistical analysis on a baremetal local kubernetes cluster which I also administered.</p>		
Oct 2019	Game Developer	TS/JS/WebGL	Live 5
Sept 2018	<p>I was hired to continue as a C++ Developer, but soon transitioned to the mobile team due to company priorities. Despite having no prior experience with JavaScript, I quickly became proficient in the language and its ecosystem, which enabled me to promptly integrate into my new role.</p> <p>I started with creating games, but similar to my time at Inspired, I wrote extra scripts and improved the game libraries to assist development across the team.</p>		
Sept 2018	Engine/Game Developer	C++/DirectX/Python	Inspired Gaming
Mar 2016	<p>My initial responsibilities involved converting existing games to work on a variety of hardware, though I quickly moved up to work on building some of the more complex games and tooling myself, before going on to mentor new starters.</p> <p>Soon after, I advanced into the game engine development team, which explored ways of improving the development cycle and coding efficiency for other developers. We improved the libraries, build steps and used middleware such as Conan and custom VS plugins provide prebuilt binaries and improve cohesion and standards across the teams.</p>		

» Education

2015	First Class BSc. Honours in Computer Games Development	UCLan
- 2012	My course revolved around creating games with C++ with DirectX, including modules on game and engine architecture, AI and game maths. For my large final year project, I built large scale, generated terrain, tessellated and procedurally textured purely in shaders.	

» Other Projects

External to my work life, I have a home server built around Docker Compose with Traefik and Authelia for routing and authentication to give me a fast secure base from which to work. This allows me to experiment with networking and hosted services such as private git hosting with continuous integration and single sign on throughout my applications.

I have also used this along with wifi-enabled microcontrollers to explore automating parts of my house. This has provided their own interesting hardware and software problems including flashing custom firmware, dealing with communication protocols and providing a non-technical user interface to easily interact with the devices.

During the summer I also build and fly FPV drones which have complex and intricate circuitry, wiring and configuration.