Luke Hale

Address: 22 Spindle Mews, Manchester, M4 6DB (Happy to relocate globally)
Contact Number: 07717 127 033
Email: luke.hale21@gmail.com
Web: http://luke-hale.co.uk/
                    http://uk.linkedin.com/in/lukehaleuk

Personal Profile:

Highly motivated and deeply enthusiastic video games producer with experience ranging from smaller independent projects to one of the biggest budget games of all time. I have an excellent knowledge of Scrum, outstanding communication skills (both written and verbal), and a keen ambition to gain a deeper understand of all technical aspects of development.

Work Experience:

Cloud Imperium Games (fka. Foundry 42) (2016-Present)
Producer (focused on Engineering)
Project(s): Star Citizen (PC), Squadron 42 (PC).
Current and former responsibilities have included: Pipeline production for Editor Tools, Development Tools, Game Code, Graphics, and Network. Feature team production for various features using multi-discipline Scrum teams. Initiative production for core technologies including technology such as: Mega Map, Client-side Object Container Streaming, Server-side Object Container Streaming, Server Meshing, and Vulkan Renderer Implementation. Project production for Star Citizen including: ownership of inclusions/exclusions process, production support for demos, events, and press releases. Line management and mentoring of more junior staff than myself.

Zing (fka. Zing Performance) (2016)
Producer (focused on Engineering)
Project(s): Zing (under multiple titles) (iOS, Android), Multiple others under NDA (all mobile).
Responsibilities included: Production from conception to release on base release and various later releases of the core product, working with internal and external resources for every aspect of development. Production of all work-for-hire orders, always delivered on time to budget, though all very small initiatives. Management of small QA department. Complete ownership of release pipeline.

Stainless Games (2015-2016)
Assistant Project Manager (focused on Engineering)
Project(s): Magic: Duels (PC, Xbox One, iOS), Multiple prototypes (PC, iOS).
Responsibilities included: Supported production on the main project, ran all Scrum meetings, maintained Jira for current and upcoming releases, worked with QA on best practises and priorities, reported directly to the game director on velocity of development and risks.

Working Skills:

- Excellent working knowledge of Jira, many of its most popular plugins, Jira Admin, and Confluence.
- Very good knowledge of MS Project, Miro, HanSoft, SpiraTest, FlySpray, Favro, Todoist, Trello.
- Working but not in-depth knowledge of GitHub, GitServer, Perforce, Jenkins, TeamCity, Bamboo (Atlassian's CI and build server).
- Certified Scrum Master (PSM 1) from Scrum.org.
- Good knowledge of the submission documentation and processes of Microsoft (console & mobile), Sony, Apple, Steam, Google Play, Desura, and others.
- Fair working knowledge of Unity, CryEngine, LumberYard, and Unreal Engine.
- Experience creating videos and presentations for publishers to show progress and projections.
- Experience writing, reviewing, and proofing contracts for individuals and services, release notes, and technical & general design documentation.
- Previously trained first aider (St. John's Ambulance – First Aid at Work) (cert. expired).
- Previously trained fire marshal (St. John's Ambulance – Fire marshal training course) (cert. expired).

Education:

BSc Computer Games Technologies (Sandwich year on Entrepreneurial Studies) – University of Portsmouth (2011 – 2015)
First-Class Honours (with 2 awards)

My degree developed my skills in both production and programming; with the earlier years focused on all facets of modern game development, eventually focusing on programming both high and low level code, and the latter years focused more on project management and production. This culminated in a major group project (a game I released on multiple mobile and PC e-stores), and a BSc dissertation on risk assessment and management within the video games industry.

Student and lecturer appointed course representative 2014 – 2015. Winner of the TIGA Entrepreneurial Graduate Award 2015 for City Block Cats, and winner of the University of Portsmouth Entrepreneurial Award 2015 for New Media Solutions.

Hobbies and Interests:

- Video games enthusiast; playing and developing my own small projects.
- Keen footballer; playing, coaching, watching.
- Web development; personal projects and keeping an eye on new developments.
- Comic book reader.