



Terry Parksey

Front-End Developer

About Me

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Creative self-taught software engineer with 8+ years of experience currently focused on front-end development using core Javascript. I have a burning passion for all aspects of games and gaming, from AAA titles to free-to-play web games and tabletop gaming. Currently I work as a Front-End developer for Playtech, producing features for and maintaining an extensive online bingo client which is provided to 20+ high profile clients.

Prior to my current role I spent 6 years developing multiple highly successful and popular flash games in Actionscript, at their time they were considered to be pioneering games that really pushed the quality of flash gaming, details of which can be explored in my portfolio. The primary reason I learnt to write code at all was with the aim to make fantastic games.

In 2007, I helped establish and solidify several sponsorship models for Flash Gaming, enabling hundreds of developers the opportunity to monetize their games through performance driven payments.

Experience

Oct 2015 -
Current
Playtech

Front-End Developer

- Working with Javascript to maintain & develop features for an extensive online Bingo/Slots platform.
- Concept, sized & developed multiple projects ranging in scope from simple game/site skins to complex new features.
- Developed and integrated advanced free ticket purchasing system.
- Converting both wireframe and full designs into production quality products.
- Built multiple new slot game engines.
- Training and Mentoring other team members.
- Workflow using NPM, GIT, JS, HTML5, CSS, LESS, Jenkins, Grunt.

Oct 2013 -
Oct 2015
Playtech

Mobile / Flash Developer

- Working with Actionscript & Javascript to maintain & develop features for extensive online Bingo/Slots platform.
- Developing Flash & Photoshop based art assets.
- Working solo to produce and push bi-monthly enhancement & bug fix sprint updates to Production environment.
- Converting outdated legacy Actionscript codebase into a new Javascript & HTML5 one.

Sep 2007 -
Oct 2014
Undefined

Owner / Game Developer

- Design & Development of 20+ flash based games using Actionscript.
- Rapid development turn-around of roughly 3 months from design to end product.
- Sourcing, licensing and editing various types of assets such as art & audio.
- Negotiating licensing and sponsorship with 20+ clients such as Armorgames, Kongregate & King.
- Mentoring other developers via fgl.com to enhance their games before publishing.
- Helped establish the concept and market for flash game sponsorship & licensing.

Skills

Javascript

I work with Core Javascript rather than the array of ever-changing libraries and frameworks and have done for many years. Being self-taught, I'm very confident in my ability to level up quickly and be productive with new techniques when they come along.

HTML/CSS

I have a lot of experience working with HTML/CSS. I'm very comfortable with the DOM, CSS manipulation and how it all ties together.

Node.js

I have worked with Node.js in a few personal projects, I enjoy the speed of development that it allows given my Javascript background.

Java

While not a language I work with often I'm relatively comfortable reading and writing Java when the need arises and appreciate the strict typing over Javascript.

SVN/GIT

I've had exposure to multiple methods of version control, both using a GUI and command line. I'm adept at branch management and keeping code commits clean and logical for later review.

Teamwork

I'm happy working alone or within a team, I've worked with teams across a wide array of disciplines and have enjoyed collaborating on projects at all stages, be it design or implementation.

Personal Skills

Problem Solving

I find problem solving and bug fixing to be a game in itself, the endless voyage through class inheritance and function calls only to find a missing type check provides immense satisfaction.

Game Design

I'm an avid gamer and game designer, I have an opinion on just about every game loop and principle and can discuss them for hours if ever given the chance.

Remote Working

Having worked remotely for many years I have a lot of experience and a dedicated home office. I know how to balance and understand the intricacies, benefits and drawbacks of long term working from home.

Documentation

While not the most exciting part of a project, I still enjoy writing documentation and commenting code, an hour spent doing this can save many more later.

Self Development

As a self-taught developer, I have taken it upon myself to learn everything I know, I strive to improve my knowledge and am always interested in learning more. I find I learn a lot quicker in a hands-on environment and appreciate taking time to tinker.

What I Do



Javascript

My primary language of choice is Javascript with a focus on the front-end. I work with Core Javascript rather than any specific library or framework. I have some experience with node.js on the backend and am proficient handling various communication methods.



HTML5 & CSS

I have plenty of experience with web technologies such as HTML5 & CSS. I know my way around LESS/SASS and utilizing Mixins. I've constructed several websites and widgets from scratch or utilizing templates and I can happily read XML & JSON... Often quicker than plain English.



Design Tools

While not a designer, I'm comfortable dealing with tools such as Photoshop and Illustrator, be that navigating mock-ups and wireframes or optimizing/producing low-cost SVGs or PNGs. I have a solid eye for design and layout alongside UX/UI principles.



Administration

I consider myself proficient at breaking down complex topics into digestible documentation and explaining technical complexities to non-technical people. I'm comfortable with version control, I know my backlog from my sprint board and am happy estimating, sizing and working within an Agile environment.



Game Design

Since I was old enough to tap on a rubber keyboard I've had a passion for gaming, I taught myself to read by playing text adventures on the spectrum. When working as an indie game developer, for every game I created I also created stacks of notepads filled with ideas for the next. While I've not been able to exercise this skill in a long time it has never left me.

Online Portfolio

<http://tparksey.com>