

ELLIOT GRIFFISS

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EXPERIENCE

Front End Web Developer

Eighty3 Design

May 2021 - March 2022

- Working with designers to build websites using wordpress (HTML, CSS, Javascript, PHP), bootstrap, and Advanced Custom Fields.
- Communicating with clients and stakeholders to ensure projects are kept on schedule and the requirements are met.
- Providing support, content moderation, and updates to existing sites.
- Building ecommerce storefronts using WooCommerce.
- Using my past experience as a game developer to create interactive experiences to help draw in clients at networking events.
- Tutoring the business owner's son in games development.

JUNIOR PROGRAMMER

FortuneFish

June 2018 - March 2019

- I worked on 2 projects during my time at FortuneFish, a candy crush style mobile game with a unique theme and card based roster mechanics, and also a AR fashion photography game with a social media based voting system.
- Used windows forms to create tooling that allowed members of staff to help test, input data, and manage an active community of players.
- Specified tasks, logged time, and planned my week using Kanban in a scrum environment. I also took part in morning stand ups to help communicate my current task progress to Senior developers and managers.

GAMES PROGRAMMER

InTouch Games

February 2016 - March 2018

- Worked with artists and audio designers in an agile environment to develop 6 new games for multiple award winning slots brands on the Android and iOS platforms (mFortune, PocketWin, MrSpin, Dr Slot).
- I spent some of my time updating older / unfinished games to the latest internal standards and also fixed any open bugs so that they could be released.
- Spent 3 months working in a team with 4 other developers to research a new HTML5, CSS, and JavaScript engine that could have potentially become the new code base for games development teams at Intouch Games.
- Created documentation for my own projects using Confluence, and also updated the documentation for older projects whenever necessary.
- Trained new staff to use the internal technologies and advised them on how to implement certain features of a game specification.
- Completed multiple successful audits and code reviews with the gambling commission so that my projects could be published and used to generate revenue.
- Optimised game assets and communicated with artists to reduce build size and improve the performance of the games I made.
- Backed up, managed, and restored work using different source control tools (Git, SVN, SourceTree).

EDUCATION

C&G LEVEL 4 DIPLOMA IN ICT PROFESSIONAL COMPETENCE

TDM, Wyre Academy Birmingham, UK 2016-2017

BTEC LEVEL 3 EXTENDED DIPLOMA IN COMPUTING AND GAMES DEVELOPMENT

Birmingham Metropolitan College, UK 2011-2014 Distinction Distinction Distinction
Student Representative for the IT and Computing department.*

SKILLS & TOOLS

C#

UNITY

WINDOWS FORMS

HTML5

CSS

JAVASCRIPT

JQUERY

PHP

JSON

DEBUGGING

GIT

AGILE