

# Rory King

+44 7590 045374  
geit.uk  
✉ rory\_king@hotmail.co.uk



**I am a meticulous worker who engages effectively with the projects that I work on. I strive to create experiences that are results driven, with the optimization of key metrics such as engagement and achievement being an important focus.**

My current goal is to expand my understanding and portfolio with the experience that working on a diverse team brings, and to continue furthering my passion for technology, software development and learning while doing so.

## EXPERIENCE

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July 2016 – Present

### Software Engineer

At Sky, I worked to deliver web experiences that helped customers to manage their account. Journeys I built with my Team include Billing, Payments, Account Management, and Upsell.

My team's primary focus was to reduce call center load, and increase goal achievement. We employed various optimization techniques such as multivariate testing and user labs. This resulted in significant KPI improvements during my time at Sky.

I was also a primary contributor to many of Sky's JavaScript development frameworks. This includes back-end GraphQL APIs, and front-end frameworks focused around React. I also built tooling in technologies such as Vue, to aid other developers and testers.

My team was also responsible for the maintenance of a host of legacy applications. Working on these required working with technologies such as Ruby, Java, Elixir and Groovy. We also managed to deprecate and replace many of them with Microservices frontend by GraphQL.

## EDUCATION

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Sept 2013-July 2016	BSc	Computer Science (1 <sup>st</sup> Class Honours)	University Of Hull
August 2013	A-Level	Computing, Physics, Maths	St. Bede's Senior School
August 2011	GCSE	Maths, English, Physics & 5 more...	St. Bede's Senior School

## TECHNICAL SKILLS

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- Javascript
- React
- Redux
- GraphQL
- Node.js
- Microservices
- Docker
- CloudFoundry
- CSS3
- Ruby
- Java
- C#
- SQL
- git
- Bash

## PERSONAL PROJECTS

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### Heatmaps.tf

August 2014

Website created using **HTML5** technologies including **WebGL**, **ThreeJS**, **Angular** and with a **Node.js** backend API that aggregates gameplay data from various partner servers and displays the data in a unique and useful way to assist level designers make data-driven decisions for changes in their maps.

### Spock

September 2013

Emulated client (bot) for the popular group VOIP program: Mumble. Built using **C++**, **Python**, and **JavaScript** as a part time hobby, it is perhaps the most advanced bot made for the Mumble platform with the ability to stream music from arbitrary sources such as SoundCloud, YouTube and Spotify.

### Projectile Simulator

May 2013

An **HTML5** game developed for A2 Mathematics students as part of my Computing coursework. The coursework specification was very stringent that proper software development lifecycles be used, resulting in a 90 page document containing analysis of existing systems, design specifications, testing plans and retrospectives.

### DayZ Bliss

August 2012

Open source server for the popular zombie survival game *DayZ* – I was an official maintainer and worked on a full redesign of their **SQL** Schema, resulting in 60% load improvements. I also created development tools for the project in **Perl**.

### TF2 Feedback

November 2010

Evolved from a proof of concept built over the course of a weekend. TF2 Feedback is a unique system for Valve Software's *Team Fortress 2* built in **PHP** and **SourcePawn** that collects feedback from players during playtests for upcoming maps. Authors can then view the feedback along with associated metadata. The project has been used in the creation of over 4,000 maps and received numerous accolades: most notably from Valve Software and TF2Maps.net.

### TF2 PropHunt

August 2009

Built as a collaboration between myself and Luke Foreman and developed in **SourcePawn** and **PHP**. PropHunt is a custom game mode for *Team Fortress 2* with over 450,000 players.

## UNIVERSITY MODULES

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In my 2<sup>nd</sup> year of University I also received the **G.B. Cook Prize for Outstanding Performance** at the Diploma Stage, awarded to the top three performers in the year.

### 3<sup>rd</sup> Year

- Languages and their Compilers
- Virtual Environments
- Mobile Devices and Applications
- Visualisation
- Dissertation and Software Project – Use of flow maps and analytics for game design

### 2<sup>nd</sup> Year

- 2D Graphics and User Interfaces
- Networking & Web Technologies
- Simulation & 3D Graphics
- Electronics & Interfacing
- Advanced Programming
- Systems Analysis, Design and Processes

### 1<sup>st</sup> Year

- Programming I
- Programming II
- IT & Professional Skills
- Software Engineering & HCI
- Computer Systems
- Game Development Studies