**Michael Lojko**

[www.michaellojko.com](http://www.michaellojko.com)

Technical Skills

* **Java SE, ME, EE & Android:** I am a fluent java programmer and have practised my skills developing high traffic, professional web / desktop software and android applications.
* **C#:** I have developed several professional, multithreaded and networked applications (WPF & WinForms), API’s and game projects in Unity.
* **Other Languages**: C++, SQL, Delphi and Javascript.
* **Other Technologies**: Git, Perforce, Subversion, CouchBase, Apache Tomcat, HippoCMS, JForum and Unreal Engine 4 (UE 4).

**Relevant Experience**

**July 2016 – Present Jagex Games Studio, Cambridge**

 **Game Engine Developer**

* I am responsible for the on-going development of the in-house [RuneScape game](http://www.runescape.com/) engine.
* I represent Jagex at public events such as RuneFest, careers fairs, games jams & festivals as well as deliver presentations at universities. I also lead a team of six for the annual company games jam, producing a game level demo called [‘Reflection’](http://michaellojko.com/2016/02/reflection-game-unreal-engine-4/) & Reflection VR (Vive) using UE 4.

April 2013 – June 2016 **Web Systems Developer**

* I am part of the agile team which has designed and developed the web platform for the [Chronicle: Runescape Legends game](https://www.rschronicle.com/).

* Other notable projects that I have contributed to include the development of the public ‘[Seasonal HiScore](http://services.runescape.com/m%3Dtemp-hiscores/)s’ system, developing new functionality for the existing [Hiscore](http://services.runescape.com/m%3Dhiscore/ranking) system, an in-house CRM system and re-development of the in-house CMS system.
* I have also represented the company at public events such as careers fairs, games jams & festivals as well as delivered presentations at universities.

August 2012 – April 2013 **Synoptics Ltd, Cambridge**

 **Junior** **Software Developer**

* I was responsible for the development of the C# ProtoCOL 3 (WinForms) and C# GeneSys software (WPF). Tasks varied from designing / implementing new features, software testing and refactoring features whilst utilizing Subversion, TeamCity and TargetProcess.

September 2011 –August 2012 **Business Search Local Ltd, Middlesbrough**

 **Software Developer (Freelance, Part Time)**

* I developed a performance critical C# application with a master/slave architecture which connected to Nominet DAC / EPP servers and other networked nodes via TCP. It queried domain name availability and purchased the domain name when it became available.

August 2010 – August 2011 **DuPont Teijin Films, Wilton**

 **Software Developer (Student Placement)**

* I was primarily responsible for the design, implementation and testing of their C# video surveillance software Vidiscan, which monitored the production line for faults and recorded video when a fault incident was triggered.

**Education**

2006 – 2012 **University of Teesside**

 BSc (Hons) Software Development First Class Honours

1999 – 2006 **Macmillan Sixth Form College**

AVCE Advanced ICT BB, A-Levels: Media Studies B, Physics D

 GNVQ ICT AA, 8 GCSE’s A\* - B

**Personal Projects**

[**Android Game Application ‘Booty’**](http://michaellojko.com/2012/08/java-android-booty/)

‘Booty’ is a card based game which was iteratively developed as part of Alex Trower’s ‘But is it Fun?’ workshop at Animex 2012, but then developed into a prototype android game.

[**C# Winforms Application ‘HomeView’**](http://michaellojko.com/2012/05/homeview/)

‘HomeView’ is a desktop, personal home security system which I produced for my university final year project. It was developed as a C# WinForms application but implemented wrapped native DirectShow and DirectSound C++ functionality. It allowed the user to:

* Review up to four live, simultaneous video and audio streams.
* Display a motion detection algorithm on the live video streams in real time.
* Create AVI video files when an 'incident' is triggered which could then be reviewed through the intuitive graphical user interface.
* Provide hands free control of the GUI through the use of a Kinect device.

I was awarded the [ExpoTees](http://www.tees.ac.uk/schools/scm/expotees/about.cfm) 2012 Computer Science and Networking Award for the software and the CBeebies ‘Lifes a Pitch’ Award for pitching the software to a panel of CBeebies judges.

**Honours & Interests**

[Develop 30 under 30 Honourable Mention 2017](http://www.develop-online.net/special-features/develop-30-under-30-2017/0130)

[Video Games Ambassador STEM Scheme](http://www.gamesambassadors.org.uk/about/)

Member of the [BAFTA Crew](http://www.bafta.org/initiatives/supporting-talent/bafta-crew) Games programme [2016 - 2017 / 2017 – 2018](http://www.bafta.org/sites/default/files/uploads/baftacrewgames2016directory01.pdf).

Attended the Dare Academy Games Testing & QA course at Abertay University.

Attended a 2 day ‘[Let’s build a game in Unity’](http://www.michaellojko.com/unity/) masterclass with Alex Trowers.

Attend Conferences, festivals ([Animex](http://animex.tees.ac.uk/default_home.cfm) & mentoring at [Brains Eden](http://www.brainseden.net/)) and workshops ([‘But is it Fun?’](http://animex.tees.ac.uk/events_workshops.cfm)).

Creative & factual writing including [publications on Linkedin](https://www.linkedin.com/pulse/game-making-graduating-makers-michael-lojko?trk=prof-post).

Hold a clear full UK manual driving licence (8 Years).

**References are available upon request**