Michael Lojko

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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 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'](Reflection) & 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.

- Other notable projects that I have contributed to include the development of the public ['Seasonal HiScores'](Seasonal HiScores) system, developing new functionality for the existing Hiscore 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'
'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'
'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 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
Video Games Ambassador STEM Scheme
Member of the BAFTA Crew Games programme 2016 - 2017 / 2017 – 2018.
Attended the Dare Academy Games Testing & QA course at Abertay University.
Attended a 2 day 'Let's build a game in Unity' masterclass with Alex Trowers.
Attend Conferences, festivals (Animex & mentoring at Brains Eden) and workshops ('But is it Fun?').
Creative & factual writing including publications on Linkedin.
Hold a clear full UK manual driving licence (8 Years).

References are available upon request