Gary Paluk - Résumé

Work Experience

UYU Games Co., Ltd - CEO
Feb 2016 - Present

As CEO of UYU Games Co., Ltd, I lead roles as CTO, producer, visual designer, UI and UX design. UYU Games is a small startup, aiming to create fun personal projects for mobile.

TapDJ EDM is an exciting rhythm game that allows users to play along to fast paced EDM music, compete with their friends, collect albums and more. Players receive daily rewards and can play the game for free or make in-app-purchases for music and plays. The game quickly shot to top 5 position in the 'Android New Music Game' charts and has since achieved more than 75k downloads from the Google Play store.

My motivation for TapDJ EDM was to learn the Unity platform for a real-world applications whilst allowing myself to return to aspects of 3D and UI graphic design and composite effects which I enjoy. The necessity for optimization for low power devices is an area where I thrive, and the combination of enabling 3D graphics on low power/embedded devices remains my primary interest.

Bluebeck Ltd / Three Mobile UK - Senior App Engineer
Aug 2016 - Present

Three UK is one of the UK's leading mobile telecoms providers. I was primarily hired as the developer for the Android and iOS native apps however my capability as a low level engineer was quickly noted and it was proposed that I build a new Continuous Integration (CI) infrastructure for the Three Mobile applications. This was a task that I thoroughly enjoyed as it gave me access to learning more about the underlying aspects of the Apple Mac OSX operating system. The project was completed successfully and now supports the commit, build, test, report, QA deployment cycle for both the Android and iOS applications.

With nearly over 10 million downloads, the Android and iOS applications are within the top 10 downloaded utility apps in the UK. The necessity for high quality, usability and accessibility are essential. Liaising daily with the core London team, I adhere to a scrum style agile environment

whilst tracking tasks and stories on the Jira project management tool and also communication tools including:

- Slack
- Confluence
- Zoom.us

Gamebase/Gamebryo - Senior 3D Engine Developer
Oct 2014 - Sept 2015

Gamebryo provides AAA 3D technology to game industry leaders such as EA, Disney Interactive Studios, Ubisoft, Bethesda, Rockstar, Capcom, NCSoft, Tencent, Eidos, Sony Entertainment and many others.

The Gamebryo engine and tools enable 3D graphical visualization for real-time games and applications and has been used to create some of the most advanced gaming experiences for PC and console devices, such as; Civilization IV, Civilization Revolution, Divinity II, Epic Mickey, Epic Mickey 2, Fallout 3, Ragnarok Online II: Legend of the Second, Rocksmith, The Elder Scrolls III: Morrowind, The Elder Scrolls IV: Oblivion and many others.

As Senior Developer, I oversee the continued development of the Gamebryo engine and my duties include the following:

- Gamebryo core feature development
- Mobile platform integration
- Code reviews and maintenance
- Remote liaison with upper management
- Research and development
- Technical direction

Plugin.IO - Founder, AS3/C++/Java/Python/XML/TypeScript
Jan 2011 - Present

I started Plugin.IO to develop Zest3D, a highly optimized 3D game engine for Adobe Flash and Air. Zest3D is an emerging technology and is free and open source at GitHub. Zest3D is the fastest in class engine due to mobile first approaches and development. Plugin.IO has evolved into a multi-faceted business which comprises of the following software oriented services:

● 3D website feature production WebGL/JS
● 3D technical services and support
● Mobile first, hardware accelerated game production
● VR software production services

We have been involved in multiple external projects such as:

● Gamebryo   http://www.gamebryo.com
● Away3D engine port to HTML5   http://typescript.away3d.com
● Zest3D ActionScript 3D engine   http://www.zest3d.com
● Reece optimizations and features http://www.recce.com
● Google Play site features   http://play.google.com
● Stopp/Family VR video tooling   http://www.stopp.se
● Three Mobile (iOS/Android)   http://www.three.co.uk

The following sites are owned by http://www.plugin.io and serve as their relevant service point of contact:

● http://www.zest3d.com
● http://www.uyusoft.com
● http://www.vr.co.th
● http://www.ex3lib.com

More information about the Zest3D game engine and its features can be found at:

● http://www.zest3d.com
● http://www.facebook.com/zest3d
● http://www.twitter.com/zest3d
● http://www.youtube.com/gpaluk
● http://www.github.com/zest3d

GTech G2 - Lead Developer, AS2/AS3/XML

Aug 2008 - Aug 2009

I was approached by GTech G2 (formerly Dynamite Idea) to become an addition to their core game development team, to build games for the betting game sector. My main task was to port existing clients to the leading platforms. This included Dynamite Ideas top performing clients; Triple Chance Hi-Lo, Aces High, Poker Fives, Casino Dice amongst many others.

Due to the nature of betting games, it was imperative that these clients were stable, stringently bug-tested and met criteria for multi-language capabilities, accessibility and XML based asynchronous communications along with legislative requirements for online gambling sector games.

Upon the success of these projects, I was given the role of reengineering the existing APIs, based on modern application and design pattern approaches. This led to the development of a modular and flexible core for new clients and was built upon existing libraries such as the well known PureMVC framework. During my time at Dynamite Idea I studied various 3rd party libraries and tools.

Desq Ltd - Lead Developer, AS2/AS3/XML

Feb 2007 - Aug 2008

During my time at Desq, I worked on educational software applications for a government led education strategy named the 'QIA' http://www.qia.org.uk. The main project that I worked on was the largest contract that Desq had secured. During this time I was asked to lead a strategy to update the skill sets of current employees by solidifying OOP concepts, software architecture principles and modern programming techniques.

Given some free time, I further promoted these ideas by creating a modular coded 3D engine to use as an interface for a 'Creative Village' application. This application was a means of navigating a 3D environment to gain access to education resources such as videos, text, quizzes and conversations and resulted in a second large contract for DESQ being proposed. This proposal was to use the engine as an interface for the 'Excellence Gateway' http://excellence.qia.org.uk, a repository for education resources for post-16 learners.

Other responsibilities included:

- Meeting deadlines for internal and external software releases
- Managing my own time on projects

ANC South Yorkshire Ltd - Office Principle/IT Manager
Jul 2002 - Sep 2006

During my time at ANC South Yorkshire Ltd, I undertook several roles within the company. I began employment as an I.T. worker on a part-time basis but was promoted to a full-time warehouse principle whilst still performing my I.T. duties. These combined positions gave me new experiences in team management and the running of premises along with the following:

- FOCUS dedicated parcel service software testing and development
- Key handling for access to warehouse facilities
- Security callouts and general granting of access to warehouse premises
- Courier debriefing and reporting
- Warehouse management and operations reporting

RipX Media Design Ltd - Founder, Multimedia Developer
Apr 1998 - Jun 2002

Whilst running my own game media company I concentrated mainly on Adobe Flash development. I am fully versed in Actionscript 1 & 2. I was the first person to develop a fully working computer emulator in Flash and was an Adobe Flash I.D.E. beta tester (When Flash was owned by Macromedia). I have continued to help with the development of the I.D.E. software since Flash 3. Other things I became involved in whilst working as a freelance multimedia developer involved:

- Graphic design for print and the World Wide Web
- Adobe/Macromedia Flash game/software development in Actionscript 1 & 2
- Website design using HTML, JavaScript, DHTML, XML, CSS
- Backend scripting using PHP and MySQL
- Working to strict project deadlines

Education

Open University - M.Sc. Computer Science & Mathematics
Sep 2010 - Present

Chesterfield HE College - BTEC National Diploma Electronic Engineering / Science
Sep 2005 - Jun 2007

- National Diploma in Electronic/Electrical Engineering & Science - Merit

Charter Training - N.V.Q Level II I.T.
Sep 1997 - Jan 1998

- N.V.Q Level II - I.T.

Tytherington High School - G.C.S.E
Sep 1990 - Jan 1995

- Science (Double)   B, B
- Mathematics   B
- Information Technology   B
- Art   B
- English Language   B
- English Literature   C
- Physical Education   C
- Geography   D
- French   D

Contact Info

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