

LUKE TRIMBY

Experienced Software Engineer and Technical Leader with 12+ years' experience designing, building and maintaining complex production systems, specialising in front-end slot game development. Strong expertise in TypeScript, JavaScript, software architecture and technical strategy, with a proven ability to take products from concept through to production. Commercially aware and highly self-directed, with experience as a founder, CTO and technical consultant, working effectively with stakeholders and development teams in fast-paced environments.

CONTACT

07738 689001

luke@lukas-tech.com

Suffolk, United Kingdom

EDUCATION

BA (Hons) Computer Games Design
University Campus Suffolk
2010 - 2012

Computer Games Design
University of Bolton
2007 - 2010

SKILLS

- Software Architecture
- TypeScript & JavaScript
- Front-End Development
- PixiJS & Game Development
- Technical Leadership
- Framework Development
- Performance Optimisation
- Stakeholder Collaboration

EXPERIENCE

Director | Lukas Tech Ltd

Software Consultancy | Remote — **Apr 2024 - Present**

- Lead technical strategy and development of slot games for a major client.
- Built a proprietary TypeScript and PixiJS game framework from the ground up.
- Oversee architecture, engineering standards, code quality and production delivery.
- Collaborate with product, art, commercial stakeholders and external partners.

Senior Games Developer| Live 5 Ltd

Remote — **Aug 2023 - Jun 2024**

- Developed slot games for online and retail platforms.
- Led framework improvements and game prototyping initiatives.
- Collaborated with artists, backend developers and product managers on new concepts.

Full Stack Developer | Incentive Games

Remote — **Jul 2022 - Jul 2023**

- Developed live mini-games using React, SASS, Node, PostgreSQL and AWS.

Senior Front-End Developer | Epic Industries

Remote — **Feb 2019 - Jul 2022**

Senior Front-End Developer | Projected Solutions Ltd

London — **Jan 2017 - Dec 2019**

Technical Team Lead | iSoftBet

Waterloo — **Oct 2014 - Jan 2017**

KEY ACHIEVEMENT

Proprietary Game Framework Development

Designed and built a proprietary TypeScript and PixiJS game framework from the ground up, supporting complex game mechanics, advanced animation systems and partner integrations while improving the foundation for scalable production development.