

Luke Hutton

Education

- 2011–2015 **PhD Computer Science**, *University of St Andrews*, St Andrews, UK.
thesis: Applying contextual integrity to the study of social network sites
- 2007–2011 **BSc Applied Computing**, *University of Dundee*, Dundee, UK.

Employment

- 2017–present **Software Engineer**, *BBC News Labs, British Broadcasting Corporation*, London, UK.
- 2016–2017 **Research Associate**, *Computing and Communications, The Open University*, Milton Keynes, UK.
- 2015–2016 **Research Fellow**, *School of Computer Science, University of St Andrews*, St Andrews, UK.
- 2010–2011 **Software Developer**, *College of Life Sciences, University of Dundee*, Dundee, UK.

Skills

- Frontend development experience: including HTML, CSS, Javascript, WPF, and WinForms
- Server-side scripting in Node.js, Python, PHP, Java, and ASP.NET (C#)
- Mobile app development for Android (Java), and iOS (Objective-C, Swift, and React Native)
- Desktop application development in C#, C++, and Java
- Games development for Xbox 360 (C#), and Unreal Engine 4 (C++)
- Adobe Creative Cloud: including Photoshop, Illustrator, After Effects and Premiere
- Database administration: including MySQL, SQLite, Oracle, and NoSQL (Fire-base, Redis, MongoDB, and Cassandra)

Software

- PRISONER** A framework for running ethical and privacy-preserving social network experiments, used in a number of research projects (<https://github.com/uoscompsci/PRISONER>)
- Mixary** Tool to generate Spotify playlists (<https://github.com/barneyboo/Mixary>)
- jsPoke** AI-controlled Pokemon emulator in Javascript (<https://bitbucket.org/barneyboo/jspoke>)