

# Stephen Critoph



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## ABOUT ME

Full-stack web developer with 5 years of professional experience, mostly focused on various frontend technologies, backend with PHP, and HTML5 canvas

Especially proficient in vanilla web technologies (HTML5, JS, CSS, PHP) and in HTML5 canvas development (with the Pixi.js library)

Freelance game developer who created the award-winning Flash game "The World's Hardest Game" in 2008

Recently relocated to Toronto, Canada, after living/working in Berlin, Germany for the past 5 years, and now looking for new opportunities

## Relevant Work Experience

### StructureFlow

2021 - 2022

#### Software Developer (JS, HTML5 Canvas, Pixi.js)

Developed a canvas-based legal tech software used for drafting flow charts in order to visualize complex legal documents

- Reimplemented their web based software using advanced HTML5 canvas and Pixi.js skills
- Interviewed, trained, and mentored junior canvas developers
- Worked alongside frontend developers with React.js and Node.js

### ReachHero GmbH

2018 - 2021

#### Full-Stack Web Developer (PHP, MySQL, JS, CSS)

Developed web/mobile app, which connects brands/Influencers for marketing campaigns involving complex user flows

- Negotiation and messaging system
- Collaborative content drafting system
- Advanced spreadsheet/management system
- Search (with ElasticSearch)
- Scraping of various social media
- Payment processing and invoice management

### Snubby Land Creative Media

2005 - 2018

#### Full-Stack Web Developer (PHP, MySQL, JS, CSS)

Created an advanced portfolio website called snubbyland.com mainly to showcase my freelance game development and engage with community

- Blog (similar to Wordpress)
- Forum (similar to vBulletin)
- Content management system
- User polls
- Search
- Mailing list

The website drew a large audience with notable achievements such as:

- Consistently **5-10k** unique visitors per day for many years
- Over **\$50k** total Google AdSense revenue
- Updated/improved for over **10 years** (now defunct)

## SKILLS

HTML5  
JavaScript  
TypeScript  
PHP  
MySQL  
CSS  
HTML5 Canvas  
Pixi.js  
React.js  
Vue.js  
Node.js  
Git  
Docker  
REST APIs  
Integrations  
PayPal  
Stripe  
ElasticSearch  
Laravel  
Phalcon  
Adobe Animate  
Scrum / Agile

## The World's Hardest Game

2005 - 2018

### Game Developer (HTML5 Canvas, Flash)

Designed and developed one of the most popular Flash/Canvas games of all-time, and a series of sequels to follow (most recently with Canvas)

- Over a **billion** plays total
- Commissioned to make multiple sequels by various companies like **Armor Games, Addicting Games, and Coolmath Games**
- Developed a mobile app game with over **\$300k** in gross revenue
- Licensed games to **Disney, Nickelodeon, MTV**, and more
- Appeared on a televised award show on Nickelodeon when my game won the coveted "Most Addicting Game" award

## SUPERTANK

2008

### Game Developer (Flash)

One of many Flash games which I was commissioned to develop

- Commissioned by **Armor Games**
- Worked alongside professional artist
- Won "daily second place" award on Newgrounds

## Education

**University of Ontario Institute of Technology (2012 - 2014)**

Game Development and  
Entrepreneurship Program

**Seneca College (2014 - 2016)**

Software Development Program