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# Alex Lawson

## Programmer

[cheswick13@gmail.com](mailto:cheswick13@gmail.com)

I'm a broadly experienced generalist programmer with an eye for game design. I'm highly motivated and thrive in environments that require self-direction and initiative. I'm adaptable and confident in my ability to use any languages, tools or resources available to excel in a variety of roles.

## SKILLS

- Extensive programming experience in C++ and Lua, with significant additional experience in C#, Python, JavaScript, Rust and others
- Experience with features and paradigms of Unity game engine
- Version control, issue tracking, and CI/CD (primarily using GitLab)
- Coordination and management of small teams including schedules and time estimates, task division and assignment, and agile methodologies
- Broad academic and practical knowledge of game design

## EXPERIENCE

### **Chucklefish Ltd., London, UK** - *Programmer*

APRIL 2014 - MARCH 2018

- Designed and implemented engine and gameplay systems for [Starbound](#) using Lua and C++
- Managed production and release of *Starbound* content patches
- Designed and implemented gameplay systems for *Witchbrook* using Lua and Rust

### **Advanced Research Corporation, Newport, OR, USA** - *Programmer*

FEBRUARY 2012 - OCTOBER 2013

- Developed the Fish Trax Marketplace seafood traceability and marketing system, including consumer and business portals
- Developed a mobile application for field data collection in Washington tribal fisheries

### **Freelance** - *Web and Mobile Applications Developer*

2009 - 2013

- Developed and maintained websites for small organizations
- Prototyped mobile applications for at-sea scientific data entry

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## EDUCATION

**Oregon State University, Oregon USA** - *B.A. in Philosophy*

2004 - 2009

In addition to philosophy's focus on logic and critical thinking, my liberal arts background gives me strong communication skills and a broad basis of general knowledge from literature to paleobiology.

## HOBBY PROJECTS

- [Filaments](#), a procedural exploration game created for PROCJAM Summer 2018 using Unity3D
- [Stargazer](#), a procedural constellation generator created for PROCJAM 2017 using LÖVE
- [Starfoundry](#), a collaborative Starbound modding project I coordinated prior to my paid position at Chucklefish
- Several [Ludum Dare entries](#) using XNA and JavaScript