
Alex Lawson

Engineer and Game Designer

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<http://metadept.com/>

I'm a broadly experienced generalist programmer and designer. I love working in highly collaborative environments where my communication skills can help align the team toward clearly-defined goals and do the right work to move the project forward.

SKILLS

- Extensive programming experience in C++, C# and Lua; familiarity with a variety of other languages including Rust, Python and JavaScript
- Professional experience with both Unreal Engine 4 and Unity
- Comfortable driving design process from initial goal definition and stakeholder identification to final testing, deployment and beyond
- 3D asset creation including modeling, texturing, materials, shaders, basic rigging and animation
- Version control, task and issue tracking, CI/CD, agile methodologies

EXPERIENCE

Senior Engineer at Bungie, Bellevue, WA

SEPTEMBER 2018 - FEBRUARY 2021

Drove design and implementation of key systems and features on an Unreal Engine prototype in areas including action gameplay, simulation and procedural world generation. Balanced prioritization of rapid development with code performance, maintainability and scalability. Organized, ran and evaluated regular playtests. Created and vetted technical plans to translate prototype systems into pre-production ready Unity implementations.

Programmer at Chucklefish, London, UK

MARCH 2014 - APRIL 2018

Designed and implemented a wide variety of engine and gameplay features for *Starbound*. Developed and refined script APIs for internal content development as well as third party mod support, working actively with a community of early access players and modders. Led the continuing

development team to produce several major post-release feature and content updates.

Programmer at Advanced Research Corporation, Newport, OR

FEBRUARY 2012 - OCTOBER 2013

In coordination with local fisherman and fishery management agencies, developed web and mobile applications for commercial and regulatory data collection as well as the FishTrax consumer seafood traceability portal.

EDUCATION

B.A. in Philosophy at Oregon State University, Corvallis, OR

PERSONAL PORTFOLIO

- [‘Catchy’ prototype](#), an exercise in environment and character art using Blender/Substance and implemented in Unity
- [‘Bubbly’ prototype](#), an alchemical experimentation game in the style of an animated chalkboard
- [‘Matchy’ prototype](#), a match-3 with Tetris Attack matching mechanics plus survival/crafting elements
- [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