



Alexander Meuer

Polyglot Developer

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Pragmatic and diligent developer who takes pride in his work. I've worked across many facets of software, game, and app development. I'm quick to learn and happy to pick up new skills along the way. I'm confident in my abilities to self-motivate and work effectively in a distributed team.

SKILLS

C# Unity Git Flutter Dart Go Java Kotlin Swift C++ Typescript Google Cloud Platform
Kubernetes shell/bash/zsh .NETCore RabbitMQ Firebase

WORK EXPERIENCE

Flutter Developer

Articulate.xyz

07/2020 - Present

Flutter MVP Development

Remote, United Kingdom

Achievements/Tasks

- Converting an iOS MVP into a well-tested cross-platform Flutter app.
- Advising on CI/CD best practices as well as scalability.

Game Developer

Yakuto Ltd ↗

05/2018 - 07/2020

Unity Mobile Game Development

London, United Kingdom

Achievements/Tasks

- Developed critical features of Ping Pong Fury from initial code through soft-launch.
- Turned TableTennisTouch into a free-to-play game; Bringing legacy code up to date in addition to adding monetisation and analytics systems.
- Maintaining and expanding TableTennisTouch & DartsOffFury, which have over 40 million installs combined.
- Developed a peer-to-peer multiplayer solution with WebRTC across C# .NET, native Android, and native iOS, that drastically cut server costs.
- Developed a client-server multiplayer solution in Go which is optimised for extremely high UDP throughput.
- Extensive use of Test Driven Development as well as Behaviour Driven Development.

Software Developer

Digisoft.tv ↗

05/2016 - 05/2018

Media & OTT TV Software Development

Cork, Ireland

Achievements/Tasks

- Lead Android Developer for the EPIC Museum App. ↗
- Developed the Playmigo casting SDK for Android from prototype to first release. ↗
- Developed the Roku app in BrightScript for the Playmigo SDK.
- Embedded C/C++ and Java development for set-top boxes as well as relevant server maintenance.

EDUCATION

Computer Games Development

Institute of Technology Carlow

10/2012 - 05/2016

BSc. First Class Honours

Courses

- A course with a strong focus on practicality, effective use of design and programming patterns, and source control.
- Final Year Project - A tile-less tower-defence game in C++.
- Graduated at the top of my class.
- ArnieBoids - A top-down space shooter in C++ which demonstrates various types of artificial intelligence behaviour.

AWARDS & CERTIFICATES

Best In Visual Engineering & Best Windows Phone Game (2014)

Games Fleadh

- 2 awards for building a VR game with Unity3D for the Durovis Dive headset for Windows Phone

3rd Place - Robocode Tournament (2013)

Games Fleadh

- Programmed the behaviour of a simulated tank that was pitted against other colleges' entries in free-for-all deathmatches.

C++ Certified Associate Programmer (2016) [↗](#)

C++ Institute

INTERESTS

Programming

Strength Training

Fitness

Reading

Gaming

Dungeons & Dragons

Travelling

Japanese Language

Music