Alasdair Reavey

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WORK EXPERIENCE

[Sweetlads]()   Mar. 2024 – Current
Full Stack Developer (Contract)   *Remote*
- Responsible for developing networking solutions using Mirror in Unity as a backend engineer.
- Collaborate with frontend teams to integrate backend technologies into UI features.
- Contributed to the creation of a mixed social and gaming platform emphasizing player expression and creativity.

[Triple Eye Games]()   Apr. 2023 – Apr. 2024
Solo Developer (Contract)   *Remote*
- Developed projects from initial prototyping to completion as the sole developer.
- Utilized rapid development practices in various game engines and programming languages for prototyping.
- Achieved a one-month turnaround time for testing and validating game ideas and gameplay loops.
- Prioritized flexibility in games and systems for reuse in future projects or by team members without engine experience.

[Project Seed]()   Jun. 2023 – Sep. 2023
Backend Developer   *Remote*
- Expanded backend functionality on Azure to enhance design team capabilities.
- Supported frontend team with bug-fixing and system development.
- Added missing game mechanics to meet project launch deadline.

[Mooi Studios]()   Aug. 2022 – Apr. 2023
Lead Designer | Jan. 2023 – Apr. 2023   *Remote*
- Led initiatives that boosted player retention and improved positive player reviews.

Lead Developer | Aug. 2022 – Jan. 2023
- Managed frontend framework development before becoming Lead Designer.
- Enhanced player experience through intuitive system improvements and expanded gameplay choices.

[CF Games]()   Jan. 2022 – Jun. 2022
Lead Developer   *Remote*
- Built a compatible framework for client's needs after analyzing requirements.
- Developed a key retention point for a userbase segment in their interactions with the parent application.

EDUCATION

Glasgow Caledonian University   Jun. 2019
BSc Hons Computer Game Design   *Glasgow, Scotland*
- 1st Class Degree
- Project, design, and programming lead on Earth Remembers. We worked with experts from Purdue University, Utrecht University and Oxford University to create a roleplaying experience to help climate negotiators understand the implications of their decisions. Earth Remembers was featured at the UN Conference of Parties negotiations in Katowice and Bonn and was nominated for an international award.

SKILLS & INTERESTS

- **Skills:** Unity, Unreal, Godot, Defold, GameMaker, C#, C++, JavaScript, Python, LUA, GDScript, PlayFab, Azure, GitHub, Jira, Atlassian, Microsoft Teams, Clickup, Slack, Notion, Miro, Trello, HTML, CSS, JavaScript, Node, React
- **Interests:** 3D modeling; pixel art; musical composition; drawing; dance; Rain World; any TCG.