



CONTACT

[Email](#)

[Portfolio](#)

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EDUCATION

2015 – 2019

Glasgow Caledonian University

- BSc Hons Computer Game Design (1st Class Degree)

SKILLS

- **Programming** (C#, C++, JavaScript)
- **Engines** (Unity, UE4, Game Maker, Godot)
- **Specialisations** (Rapid Prototyping, Gameplay Systems Design, UI, Performance Optimisation)
- **Tools and Platforms** (GitHub, Jira, Slack, Trello, Atlassian, Notion, Zendesk)
- **Web** (HTML, CSS, JavaScript)

LANGUAGES

- English (Fluent)
- Spanish (Conversational)

ACCOMPLISHMENTS

Earth Remembers

- Led project encompassing design, programming, and team leadership, collaborating with international university experts.
- Project featured at UN Climate Conferences and nominated for an international award.

Interests

- 3D Modelling, Pixel Art, Drawing, Dance, Seals, Rain World, Any TCG

ALASDAIR REAVEY

PROGRAMMING / DESIGN

SUMMARY

Highly adaptable and independent Game Developer with 4 years of contractor experience delivering high-quality results across diverse projects. Expert in Unity (C#), with experience in Unreal Engine 4 (C++/Blueprints) and Godot (GDScript). Proven ability to rapidly prototype, implement engaging gameplay features, develop UI/UX, optimise performance, and manage full development cycles. Thrives in remote, project-based environments requiring flexibility, strong communication, and a steep learning curve.

WORK EXPERIENCE

Sweetlads Ltd

Mar 2024 - Current

Full Stack Game Developer

- Responsible for developing networking solutions as a backend engineer along with frontend technologies to facilitate gameplay.
- Expanded upon existing backend and frontend systems while taking ownership of new server architecture.
- Contributed to the creation of a mixed social and gaming platform emphasizing player expression and creativity.

Stellar Cartography

Oct 2024 – Dec 2024

Game Programmer

- Required to create the code for the adaptation of a popular board game into Netflix’s play-on-television format.
- Built the gameplay, UI, animation and scoring systems rapidly.
- Successfully delivered a user-ready product within the time frame to positive reception from the client.

Triple Eye Games

Apr 2023 – Apr 2024

Prototype Developer / Game Designer

- Triple Eye Games were looking for the best game engine to use while developing new projects to test their validity.
- Created several prototypes resulting in the selection of the best candidates being presented to potential publishers.

Mooi Studios

Aug 2022 – Apr 2023

Lead Developer / Lead Designer

- Viking Land required a developer capable of taking ownership of the entire codebase of a mobile casual exploration RPG.
- Successfully expanded the mechanics increasing user retention and new player count.

CF Games

Jan 2022 – Jun 2022

Solo Developer

- Brought on to design and develop a Scottish daily word puzzle game for the Shades news app.
- Successfully created a game which became a key point of interest for users interacting with the app on a daily basis.

Project Seed

Jun 2021 – Aug 2022

Procedural Level Developer

- Developed a unique open world procedural generation system as a toolset for designers looking to create meaningful content.