

# Alexander Meyer

# Senior Software Developer



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## Desired Position

## Lead or Senior Unity Game Developer (remote only)

## Technical Skills

C# / Unity	●●●●●
C++ / Unreal	●●●●●
Objective-C / Swift	●●●●●
JavaScript / JSX	●●●●●
React [Native] / Redux	●●●●●
PHP	●●●●●
HTML / CSS	●●●●●
Mac OS X	●●●●●
Linux	●●●●●
Rider / PhpStorm	●●●●●
XCode	●●●●●
VS / VSCode / Xamarin	●●●●●
Android Studio	●●●●●
Git / Sublime Merge	●●●●●

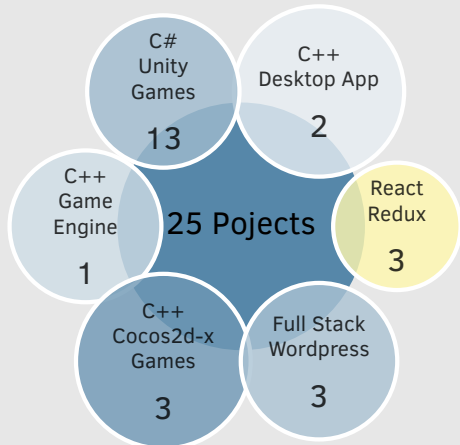
## Personal Skills

- Leadership
- Analytical & problem solving skills
- Ability to learn quickly
- Team player
- Written and verbal communication
- Mentoring / Reviewing
- Adaptability
- Creativity
- Determined
- Custom Driven

## Languages

English (Professional level)

## Professional Projects



## References

Will be furnished on demand

*Engaged, creative game development professional with 25+ years experience and strong foundation math, cross platform and effective programming patterns. Seeking to leverage analytical and architectural skills and value an open-minded team as a creative Senior/Lead Software Developer in all stages of development from prototype to end product; able to break in different tasks, being helpful, serving knowledge sharing and demonstrated reliability and punctuality in working by deadlines.*

## Working Experience

Jan 2024 – today	<b>Lead Game Developer</b> Metaplays Studios UG, Germany (remote) Project: <b>Shinayu</b> Complex Trading card Game Board Game Hybrid with 3D Melee Fighting Game
Nov 2022 – Dec 2023	<b>Senior Unity Game Developer</b> Immersive Gamebox, London, (remote) Project: <b>Multiple Games / Game System for Gameboxes</b> Unity Mini Games for Arcade game boxes, session flow system and infrastructure, localization
Jun 2022 – Oct 2022	<b>Lead Unity Game Developer</b> Redelic / Voodoo, Romania (remote) Project: <b>Rooftop Rails, Steamroller Madness, Botanic Lab, Auction Game</b> Unity Hyper Casual games on mobile platforms from prototype to production state
Jun 2021 – Jun 2022	<b>Lead Unity Game Developer</b> Electric Manta, Malta (remote) Project: <b>HiLo Clash, Merge Royale</b> Unity Hyper Casual games on mobile platforms from prototype to production state
Apr 2021 – Jun 2021	<b>Senior Unity Game Developer</b> Tiny Wizard SRL, Bari, Italy (remote) Project: <b>Tiny Royale</b> Freelance Unity Massive Online Battle Arena
Jan 2021 – Mar 2021	<b>Senior Software Developer</b> Crisalix, Lausanne, Switzerland (remote) Project: <b>Plastic Surgery My</b> Freelance Unity app
Apr, 2019 – Dec 2020	<b>Senior Software Developer</b> Starbreeze, Barcelona, Spain (remote) Project: <b>Payday: crime war</b> Unity 3D FPS mobile multiplayer
Sep, 2017 – Apr, 2019	<b>Senior Software Developer</b> SocialPoint, Barcelona, Spain Projects: <b>Monster Legends, Champions Destiny, Empires and Puzzles</b> Unity C# multiplayer
Jul, 2014 – Aug, 2017	<b>Senior Software Developer</b> InnoGames, Hamburg, Germany Project: <b>Forge of Empires</b> City Builder cocos2d-x and web
Jan, 2014 – Jun, 2014	<b>Software Developer</b> Promotion Software, (remote) Project: <b>Emergency mobile (Windows RT)</b> Freelance Porting of game engine from OpenGL to DirectX.
2003 – 2013	<b>Software Developer</b> Contract work (remote) Freelance multiple projects
1995 – 2003	<b>Software Developer</b> Caretronic, Luebeck, Germany Projects: <b>PipeFab, IsoFab, TractoFab</b> Database driven CAD/CAM development. Embedded development. Technology: C++, Oracle-SQL, VMS-Linux, Windows.
1995	<b>Thesis</b> JessenLenz, Luebeck, Germany Project: <b>MacHotel</b> Hotel Software. Technology: C++, Apple System 7.
1994	<b>Co-op program</b> Texem GmbH, Luebeck, Germany Development of embedded software. Technology: C, Assembler.

## Education

1995	<b>Bachelor Technical Informatics</b>	FH Luebeck, Germany
1989	<b>Military Service</b>	Bundeswehr, Eutin, Germany
1988	<b>Highschool diploma (A-level)</b>	Oberschule zum Dom, Luebeck, Germany