

# Andrew Dawson



Software Developer  
[keylesspalace.com](https://keylesspalace.com)  
[github.com/Vavassor](https://github.com/Vavassor)

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## Profile

I'm a creative and versatile developer in open source and personal work seeking a place at a positive company where I can hone my skills.

## Works

- **Arboretum** is a 3D modeling app for desktop Windows and Linux. It's written in C++ and uses OpenGL to draw graphics.
- **Tap** is a static website generator written in Python and is what I used to build [keylesspalace.com](https://keylesspalace.com).
- Developer of **Tusky**, an Android app for the social network Mastodon
  - I led a group of contributors and translators through continuous development.
  - Communicated with users to perform technical support and better understand user needs.
  - Worked with distribution platforms to deploy releases and reached 50k+ users.
  - Did community outreach and ran a website and Mastodon account for the app.
- **Overpaint Bot** is a generative art bot that runs on a Mastodon account. It's written in Python.
- **Coral** is a platforming game for desktop made in Unity3D and written in C#.
- **Quartz** is a puzzle game made with the Lightweight Java Game Library.
- **Scour** is a puzzle game for desktop written in Java.

## Skills

- Languages: Java, C++, C, and Python
- Front-end development with HTML, CSS, and Javascript
- API Design
- File Format Design
- Working at the operating system level with the Windows API and X11 on Linux