

Brett Lawson
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SUMMARY

More than 10 years programming and application development experience (6 years professional experience).

TECHNICAL SKILLS

Languages

- Proficient in: C++, C, PHP, JavaScript, x86 Assembly (Disassembling), VB.net, LUA, ActionScript
- Familiar with: Java, x86 Assembly (Assembling), GLSL, HLSL

Software

- Database: Microsoft SQL Server, Microsoft Office, MySQL Server
- Platforms: Microsoft Windows, Linux
- Miscellaneous: Microsoft Visual Studio, Adobe Creative Suite, 3D Studio Max, Eclipse

JOB EXPERIENCE

Programmer Analyst

2010-Present

Rogers Communications Inc.

- Provided support for Salesforce application processing thousands of customer transactions per day.
- Built Financial Tracking system to allow tracking of all transactions noted above and determine anomalous transactions, as well as provide real-time resolution options.
- Created various reporting systems for tracking relevant order processing speeds and service representative productivity.

Lead Developer and Infrastructure Management

2009-Present

Online Gaming Network LLC.

- Developed web-based multiplayer role playing game along with one other artist.
- Developed front-end and back-end for a highly successful Slot Casino Facebook game.
- Designed, implemented and managed server infrastructure handling over 35 million requests per day based on Lighttpd, PHP and MySQL.

Lead Developer and Founder

2007-2009

AruaROSE LLC.

- Lead a small team of programmers on various projects, using strong communication skills and leadership skills across international boundaries.
- Personally contributed to all projects including website, MMORPG client and server.
- Actively used a variety of languages including C++, JavaScript, PHP and SQL.
- Used a variety of debugging tools such as OllyDbg, Visual Studio Debugger and SQL debuggers.
- Implemented and managed MySQL and MsSQL databases.
- Maintain a working relationship with a large community of players, currently 400,000 registered game accounts, with a peak of ~4000 concurrent users in game.

OTHER EXPERIENCE

Contracted Developer

June 2009

Intel Corporation

- Designed demo application for new technology reveal used during presentation at large conference using ActionScript 3.0 and VB.Net.

Contracted Developer

2008-2010

Plixer International Inc.

- Built 3 distinct data visualization tools in Flash using ActionScript 3.0 to allow the display of massive amounts of internet traffic information in a fun and appealing way.

Android Mobile Platform Game

May 2010

Personal Project

- Created a game with one other person using C++ using the Java Native Interface to interact with the Android Operating system.
- Achieved 320,000 installs, 1,702 ratings with an average score of 3.6 / 5 and 719 5-star ratings.

3D Game Engine

February 2010

Personal Project

- Full 3D Multi-Threaded game engine written in C++ using DirectX 9.0 and OpenGL as hardware interfaces. Included features such as a custom scene graph, user interface system, abstracted rendering interface, shader support, hardware vertex skinning, particle system, shadow mapping, SSAO and cartoon shaders.

PSP Emulator

January 2010

Personal Project

- Dynamic and cached binary translation from MIPS to x86 Assembly with high-level emulation library providing emulations of many system calls normally provided by the PSP operating system.

MMORPG Server Emulator

February 2008

- Extensively reverse engineered the closed network protocols and file formats of the game.
- Built a highly scalable system capable of handling thousands of concurrent users in a real-time virtual environment using a variety of technologies including Windows IOCP, Boost and MySQL.

REFERENCES

- Pelle Lindblad
Professional Acquaintance
(*CEO of Metaflow, Virtualization Technologies*)
Various Projects
Gothenburg, Sweden
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Further references available on request