

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 which included Facebook integration using their Graph and Credits API's.
- Designed, implemented and managed server infrastructure handling over 35 million web requests per day based on Lighttpd, PHP and MySQL as well as millions of asynchronous queries per day using node.js and socket.io.

Lead Developer and Founder

2007-2009

AruaROSE LLC.

- Lead a small team of programmers on various projects and developed long distance communication and leadership skills across international boundaries.
- Personally contributed to all projects including website, MMORPG client and server.
- Implemented solutions using a variety of languages including C++, JavaScript, PHP and MySQL.
- Used a variety of debugging tools such as OllyDbg, Visual Studio Debugger and SQL debuggers.
- Implemented and managed MySQL and MsSQL databases.
- Maintained a working relationship with a large community of players, having 400,000 registered game accounts, with a peak of ~4,000 concurrent users in game.

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OTHER EXPERIENCE

Contracted Developer for ROSE Online MMORPG

March 2012-Present

Gravity Interactive LLC.

- Designed and built a visual NPC dialog and action editing tool to allow for quick iteration on quest ideas and more efficient use of time.
- Provided many bug fixes for the games core systems, both client and server side as well as updated the clients 3d graphics engine with further support for shaders, an updated compositing system and applied many optimization techniques to further increase the games performance.

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 animated physically interactive 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.
- Created numerous tools for manipulating the various file formats as well as 3D Studio Max plugins using the Max SDK to allow import/export of 3D Models and generation of pre-rendered lighting textures for game maps created through the map editor.

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 (ROSE Online)

February 2008

Personal Project

- 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