Alex Carlson

Queens, NY • (952) 818-7931
alex@acwd.me • linkedin.com/in/carlsonalex

Web Developer crafting scalable web applications with a focus on usability, aesthetics, and seamless user experience.

Top Skills

- **Typescript** – 9 years experience shipping apps as a front end developer with strictly typed infrastructure
- **React** - 9 years experience between enterprise applications and open source contributions
- **Vue** - Developed open source software running live in production
- **Next.js** - 2 years experience shipping 0-1 web applications with efficient and easy to read code
- **Tailwind** - 2 years experience maintaining an organized library of custom components and stylesheets for easy reuse and uniformity across the platform
- **Unity** – 10 years experience building and shipping 3D applications to millions of players
- **Game Development** – 10 years experience primarily in a programming role, building out robust feature sets and engaging gameplay systems.
- **C#** – 10 years experience writing efficient and easily readable code for runtime products

Projects

MakeGamesNYC - makegames.nyc
Umbrella website to catalog all upcoming NYC game development events, custom wordpress theme, custom google calendar integration plugin.

Ollie-Oop - skateboarding.dog
A 3D Platformer about a skateboarding dog named Ollie who goes on the adventure of his dreams! Made in Unity and published to Windows/Mac/Linux/Switch

Quizzems - quizzems.com
A platform for creating quizzes and studying for bar trivia. Supports images, audio embeds, multiple choice, flash cards, leaderboards, multiplayer and more. Tech stack is Svelte/Vite for the front end, Deployed to Vercel, Express.js and Socket.IO for the backend deployed to AWS, Supabase for the database and auth, and Cloudflare for image storage

Neighborhood Video - nbhd.video
A mystery escape room game set in a 1999 video rental store. Made in Unity, responsible for 3D modeling, creating a mock DOS interface for the database lookup, puzzle design, and level design.

Work Experience

Scout House - Freelance Software Engineer   05/2023-Present

- Delivered client-driven networked web UI solutions integrated with real-time 3D visualization systems, enabling seamless control of commercial runtime applications.
- Built feature-rich, production-ready tools adopted directly into client pipelines, reducing iteration time and improving deployment efficiency.

- Developed a Unity plugin paired with a web-based control interface to enable videographers to capture mixed reality trailers for VR titles, supporting real-time remote adjustments during filming.

MindMaze - Senior Software Engineer   08/2023-05/2025

- Designed and maintained physical therapy software supporting stroke and Parkinson's rehabilitation, implementing clinically accurate movement models to align with therapeutic standards.
- Translated clinician and patient feedback into product improvements, increasing usability and treatment effectiveness.
- Led ongoing project development, prioritizing feature delivery and coordinating technical direction.

We're Five Games - Senior Unity Engineer   10/2020-04/2023

- Enhanced a live production codebase used by [10 million+ players](#), improving netcode reliability, physics stability, and overall frame rate performance
- Integrated user-generated content (UGC) tools with Steamworks, enabling streamlined community content publishing and distribution
- Contributed to post-launch content updates, expanding gameplay features and improving player retention.

Ollie-Oop - Project Lead   02/2017-12/2024

- Led a cross-functional team from concept to full product release, overseeing production planning and execution.
- Established and streamlined pipelines for art and audio integration, improving asset throughput and build stability.
- Served as lead programmer, architecting core systems and implementing gameplay features
- Successfully shipped the title across PC, macOS, Linux, and Nintendo Switch.

Target - Senior UI Engineer   08/2016-10/2020

- Contributed to a large-scale enterprise codebase, delivering new augmented reality features, optimized search functionality, and UX enhancements across the web platform.
- Improved discoverability and user engagement through search algorithm refinements and interface optimizations.
- Collaborated within a multi-team environment to ship production-ready features at scale.

Education

BFA in Web/Multimedia Environments, 2016, Minneapolis College of Art and Design
Co-Teaching Virtual Environments - MCAD 2015