Alex Carlson

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Biography

Alex Carlson is a software developer with 8+ years of professional experience shipping web apps at scale, maintaining codebases, and developing new features in large apps across the web, from React components to 3D canvas applications

Skills

React, Node.js, Docker, Firebase, Mongodb, Supabase, Vercel, git, Typescript, Python, HTML5, C#, Express, Svelte, Angular

Experience

Aug 2023-May 2025
MindMaze - Senior Software Engineer | https://mindmaze.com/
- Maintained clinically accurate body tracking using Kinect
- Rapidly iterated with feedback from stakeholders
- Efficiently led regular update meetings, facilitating play tests, gathered feedback

May 2023-Present
Scout House - Freelance Software Engineer | https://www.scouthouse.com/
- Developed Tooling for Mixed Reality video capture via Web UI remote control
- Created integration packages for Spatial Mapping, Voice Recognition, and AI Assistant for the Meta Quest 3

Oct 2020-April 2023
We're Five Games - Senior Unity Engineer | https://www.totallyreliable.com/
- Supported ongoing development across platforms including Desktop, Mobile, and Console
- Stabilized net code and improved client and host performance
- Integrated User Generator Content tools for Steam Workshop support
- Created automated build tools to distribute game executables for the team for Windows, Mac, and Linux
- Integrated Steam and Epic APIs into game systems

Aug 2016-Oct 2020
Target - Senior Engineer | https://www.target.com/
- Integrated AR functionality into Target.com furniture pages
- Built a VR game for a sponsored holiday event, played by over 2000 kids over one weekend.
- Served as gameplay engineer on an 8 player networked mobile game utilizing socket.io to play in stores on the display TVs with phone-as-controller capability
- Developed the front page for the Star Wars takeover for Target.com
- Worked on a large scale 3D room builder application for web using Babylon and React

Feb 2017-Dec 2024
Ollie-Oop - Project Lead | https://skateboarding.dog/
- Delegated concept art, 2D and 3D Art, Sound, and Music design.
- Structured a clean code repository and maintained clear naming and organizational methods
- Served as sole engineer and creative director
- Demoed at events

Education

September 2012-May 2016
Minneapolis College of Art and Design - Web / Multimedia Environments

Teaching

Minneapolis College of Art and Design- 2016
Virtual Environments - Web / Multimedia Environments
- Course Building & Assignment Planning
- Coding Demos
- Grading & Student Evaluation