

Alex Carlson

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Biography

Alex Carlson is a game developer with 8+ years of professional experience working on games across modern consoles, mobile, and VR. He strives to be inventive and execute cutting edge ideas with precision.

Skills

Unity, C#, XR, Tooling, Gameplay Programming, Level Design

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