

Brett Lawson

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SUMMARY

I am a forward looking, fast learning individual, always looking for a challenge with more than 15 years programming and application development experience (11 years professionally).

TECHNICAL SKILLS

Languages

- Proficient in: C++, C, PHP, JavaScript, x86 Assembly (Disassembling), LUA, ActionScript
- Experienced with: Java, x86 Assembly (Assembling), HLSL/GLSL, .Net

Software

- Database: Couchbase, MySQL, MsSQL
- Platforms: Microsoft Windows, Mac OS X, Linux (Primarily Debian and RHEL based)
- Miscellaneous: Microsoft Visual Studio, Adobe Creative Suite, 3D Studio Max, Unity3D

JOB EXPERIENCE

Developer Advocate

August 2013 - Present

Couchbase Inc.

- Responsible for the coordination, development and maintenance of the C, Node.js and PHP open-source drivers for Couchbase Server along with numerous related tools and libraries related to all areas of engineering from development to testing and deployment.
- Involved in a number of community activities related to Couchbase, Node.js and PHP.

Lead Systems Engineer

October 2012 – August 2013

Gogji Games Corp.

- Lead multiple teams of software engineers through the development process for a number of games, from planning through testing and finally publishing and maintenance.
- Designed, developed and deployed highly scalable backend game services using node.js, Couchbase, memcached with auto-deployment and auto-scaling to Amazon Web Services for various environments.
- Established an in-house virtualized environment for business critical services as well as various product testing, staging and development environments.

Lead Developer and Infrastructure Management

March 2008 – October 2012

Online Gaming Network LLC.

- Lead the development of multiple web-based multiplayer role-playing games.
- 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 Node.js and socket.io.

Lead Developer and Founder

January 2007 - October 2009

AruaROSE LLC.

- Lead a team of software engineers of various disciplines 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, MySQL as well as tools such as MySQL, MsSQL, OllyDbg, Visual Studio Debugger and SQL debuggers.
- Maintained a working relationship with a large community of players, having over half a million 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 - June 2012

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 – July 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

November 2008 – August 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 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 using OpenGL.
- 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, shaders 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
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Further references available on request