




Alexander Meyer

Senior/Lead Game Developer

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Desired Positon

Lead or Senior Game Developer
(remote only)

Technical Skills

C# / Unity

C++ / Unreal

Objective-C / Swift

JavaScript / JSX

React [Native] / Redux

PHP

HTML / CSS

Mac OS X

Linux

Rider / PHPStorm

XCode

VS / VSCode / Xamarin

Android Studio

Git / Sublime Merge

Personal Skills

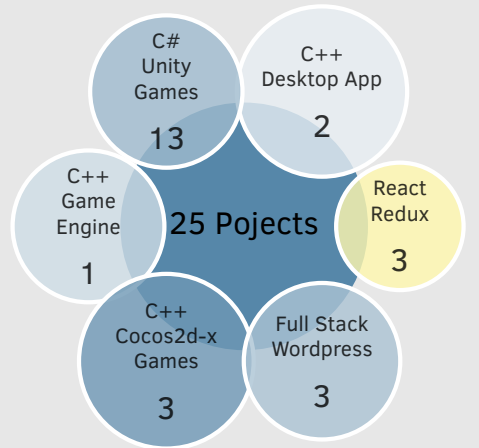
- Leadership
- Analytical & problem solving skills
- Ability to learn quickly
- Team player
- Written and verbal communication
- Mentoring / Reviewing
- Adaptability
- Creativity
- Determined
- Custom Driven

Languages

German (Mother Tongue)

English (Professional level)

Professional Projects



References

Will be furnished on demand

Engaged, creative game develop professional with 25+ years experience and strong foundation math, cross platform and effective programming patterns. Seeking to leverage analytical and architectural skills and value an open-minded team as a creative Senior/Lead Software Developer in all stages of development from prototype to end product; able to break in different tasks, being helpful, serving knowledge sharing and demonstrated reliability and punctuality in working by deadlines.

Working Experience

Aug 2024 – today	Lead Game Developer	Blockgames, Lithuania (remote)
	Project: Shatterpoint NFT Blockchain Multiplayer Battle Arena game	
Jan 2024 – Aug 2024	Lead Game Developer	Metaplays Studios UG, Germany (remote)
	Project: Shinayu Complex Trading card Game Board Game Hybrid with 3D Melee Fighting Game	
Nov 2022 – Dec 2023	Senior Unity Game Developer	Immersive Gamebox, London, (remote)
	Project: Multiple Games / Game System for Gameboxes Unity Mini Games for Arcade game boxes, session flow system and infrastructure, localization	
Jun 2022 – Oct 2022	Lead Unity Game Developer	Redelic / Voodoo, Romania (remote)
	Project: Rooftop Rails, Steamroller Madness, Botanic Lab, Auction Game Unity Hyper Casual games on mobile platforms from prototype to production state	
Jun 2021 – Jun 2022	Lead Unity Game Developer	Electric Manta, Malta (remote)
	Project: HiLo Clash, Merge Royale Unity Hyper Casual games on mobile platforms from prototype to production state	
Apr 2021 – Jun 2021	Senior Unity Game Developer	Tiny Wizard SRL, Bari, Italy (remote)
	Project: Tiny Royale Freelance Unity Massive Online Battle Arena	
Jan 2021 – Mar 2021	Senior Software Developer	Crisalix, Lausanne, Switzerland (remote)
	Project: Plastic Surgery My Freelance Unity app	
Apr, 2019 – Dec 2020	Senior Software Developer	Starbreeze, Barcelona, Spain (remote)
	Project: Payday: crime war Unity 3D FPS mobile multiplayer	
Sep, 2017 – Apr, 2019	Senior Software Developer	SocialPoint, Barcelona, Spain
	Projects: Monster Legends, Champions Destiny, Empires and Puzzles Unity C# multiplayer	
Jul, 2014 – Aug, 2017	Senior Software Developer	InnoGames, Hamburg, Germany
	Project: Forge of Empires City Builder cocos2d-x and web	
Jan, 2014 – Jun, 2014	Software Developer	Promotion Software, (remote)
	Project: Emergency mobile (Windows RT) Freelance Porting of game engine from OpenGL to DirectX.	
2003 – 2013	Software Developer	Contract work (remote)
	Freelance multiple projects	
1995 – 2003	Software Developer	Caretronic, Luebeck, Germany
	Projects: PipeFab, IsoFab, TractoFab Database driven CAD/CAM development. Embedded development. Technology: C++, Oracle-SQL, VMS-Linux, Windows.	
1995	Thesis	JessenLenz, Luebeck, Germany
	Project: MacHotel Hotel Software. Technology: C++, Apple System 7.	
1994	Co-op program	Texem GmbH, Luebeck, Germany
	Development of embedded software. Technology: C, Assembler.	

Education

1995	Bachelor Technical Informatics	FH Luebeck, Germany
1989	Military Service	Bundeswehr, Eutin, Germany
1988	Highschool diploma (A-level)	Oberschule zum Dom, Luebeck, Germany