

Contact

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Top Skills

Leading Development Teams
Technology Leadership
Unreal engine 5

Languages

English

Lawson Lamb

Senior Gameplay Programmer
Gainesville, Florida, United States

Summary

Senior Gameplay Programmer based in Gainesville, Florida, specializing in Unreal Engine and C++. I build responsive, high-impact gameplay systems and love turning design ideas into polished, performant player experiences.

Experience

Traega Entertainment
Senior Gameplay Programmer
October 2024 - Present (1 year 10 months)

Chromatic Games
4 years 8 months

Lead Software Engineer
August 2022 - October 2024 (2 years 3 months)
Gainesville, Florida, United States

Managed day to day and career growth for 5-10 Engineers in dev-ops,gameplay,engine,and back end.

Oversaw the Port of Dungeon Defenders : Awakened to the Stove Platform.

Ported Dungeon Defenders Awakened multiplayer to Epic Online Services using the EOS Redpoint plugin for the stove platform

Spearheaded the upgrades to the Dungeon Defenders 2 back end (C#/AWS/MYSQL) .

Development lead of unannounced multiplayer title on UE5.

Lead all agile ceremonious for numerous development teams(stand ups,sprinting planning,retros)

Ported the Dungeon Defenders: Awakened Switch version to physical media for Super Rare

Created Twitch Drops using server-less AWS(lambdas, DynamoDB,API Gateway).

Senior Gameplay Programmer
March 2020 - August 2022 (2 years 6 months)

Added numerous features in, UI, AI, Abilities, and Characters in Dungeon Defenders: Awakened and Dungeon Defenders: Going Rogue.

Created the underlying passive ability system that now supports 100s of individual abilities in both Dungeon Defenders: Awakened and Dungeon Defenders: Going Rogue.

Created DLC unlocking system in Dungeon Defenders: Awakened to work with all released platforms(Steam,Xbox,PlayStation,Switch).

Sole Programmer on the Dungeon Defenders: Awakened PS4/PS5 port.

Rewrote multiplayer session code in Dungeon Defenders Awakened to all platforms(Steam,Xbox,PlayStation,Switch) after Playfab 1.0 was deprecated

Created In game micro transaction store using playfab economy v2 and steam inventory.

Worked on the boss AI for the unreleased lycan king boss fight for Dungeon Defenders: Going Rogue

RhinoCorps Ltd. Co.

Game Application programmer

October 2017 - February 2020 (2 years 5 months)

Albuquerque, New Mexico Area

Spearheaded improvements in the AutoCad to 3D pipeline model that reduce vram usage by 40 %.

Contributed to weekly development planning meetings and generated OKRs.

Helped lead agile ceremony meetings for the entire team including stand ups and retrospectives.

Generated estimates and gathered client software requirements for Primiri.

Lead Programmer on the Primiri training tool. Created a majority of the code and user interface.

Created a RuntimeImporter Plugin in Unreal 4 that uses the FbxSdk and Assimp to allow for loading of 3D Models at runtime.

Prototyped a networked first person shooter that could be connected to a real world combat simulation.

Reavis Code

Consulting Software Engineer

May 2016 - October 2017 (1 year 6 months)

Athens, Georgia Area

Consulting Software Engineer

projects included

* Gradle pipeline to convert .jar to .exe then build and installer to install the .exe

- * github jira integrations
- * Confluence integrations
- * Jenkins CI build server that builds when a private git hub is pushed and builds the related gradle tasks. then post build to a server.

Davison Professionals, Inc.

Consulting Software Engineer

May 2016 - October 2017 (1 year 6 months)

Oversee the Upgrading of the StaxPro codebase to Java from Visual Fox Pro,

Responsible for:

- * PDF report generation(filling in a PDF from the database)
- * In house tool to view a PDF, then edit and generate the correct mapping ID'S.
- * Making the JavaFX FXML Views,And setting up the JavaFX Controllers

Education

Kennesaw State University

Bachelor, Computer Game Design & Development · (2013 - 2016)

Prince Avenue Christian School