

Chris Rawson

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Focus Summary

- Game and mobile app systems architecture and engineering, including remote configurable systems.
- Project scoping & budgeting; managing multi-disciplinary teams to ensure quality and cohesive vision

Professional Experience chrisrawson.com/portfolio

CTO/Creative Director - Solar Forge Games *2023 - Present*

- Drive product vision, scope features, timelines, and budgets for a multi disciplinary team of 9.
- Architect and personally code Solar Forge's engineering foundation from the ground up, including game state, account/auth, secure payments, UI management, and core gameplay systems.
- Establish engineering best practices including modular system design, code review standards, and clean architecture patterns to keep the codebase scalable and maintainable.
- Integrate AI tools into the development workflow, boosting output without compromising codebase quality.

Engineering Lead - Red Games *2015 - 2023*

- Led technical development of multiple Apple Editor's Choice titles and other award winning games developed in partnership with Crayola, Oprah, Lego, Apple.
- Shipped titles that collectively see over 50K daily active users and have netted >\$6M in revenue.
- Designed and built reusable game systems for app initialization, networking and social tools, remote configuration, game play, animation tools, UI management, and DLC/asset management.
- Managed tasks and timelines for engineering team while ensuring quality user experience for products.
- Mentored jr. engineers through code reviews and pair programming, raising team-wide code quality.

Game Engineer - Fable Labs *2014 - 2015*

- Built development pipeline tools for game designers, artists, and writers.
- Constructed data configurable minigames. Designed and implemented UI/UX and game flows.

Project Manager/Designer - Journeys End *2008 - 2014*

- Coordinated with clients and dev team. Organized timelines and tasks; oversaw project execution.
- Managed engineers and artists to develop data-driven web and mobile apps.

Skills and Proficiencies

- Extensive experience architecting game systems and programming in C# and C++
- Firebase Firestore, Remote Config, Authentication, Cloud Messaging & Cloud Functions (TypeScript)
- Expert proficiency with Unity 3D game engine, Photoshop, Illustrator, and After Effects
- Version control & Project Management Software(git, svn, perforce, JIRA, Asana, Slack)

Education

MS in Computing - University of Utah, *2011 - 2014*

BA in Media Arts - Brigham Young University, *2000 - 2003*