

Alistair Aitcheson

Game Developer & Creative Technologist

Versatile and imaginative programmer and designer. Adapting technology to new environments and creating intuitive experiences for all ages.

EDUCATION

University of Warwick — *MMath in Mathematics with Study Abroad - First Class Honours*

2006 - 2010

Includes 1 year of study at the Ecole Normale Supérieure in Lyon, as an ERASMUS student in 2008-2009.

CONTRACT PROJECTS

Sparx Learning, Exeter— *Game Developer (2013 - 2025)*

Programmed, designed and led creation of educational mobile and web games. Created cutting-edge educational tools for the R&D team in browser front-end and cloud back-end, integrating online homework with games.

BBC — *Unity Developer (2014)*

Developed web game for the BBC's in-development games portal, to demonstrate cloud features of their social games API.

Intuition Machines — *Game Design & UX Consultant (2025)*

Designed UX improvements and created intuitive puzzle designs for the hCaptcha product. Increased usability in anti-AI web security tests.

INDEPENDENT GAME DEVELOPMENT

Mobile & Tablet Games - (2010 - present)

Developed highly polished iPhone and iPad games from concept to market. *Slamjet Stadium* was selected as *New & Noteworthy* in 61 countries.

Alternative-Controller Games - (2014 - present)

Including *The Book Ritual* (2018), played with a paper shredder, and *Codex Bash* (2015) a room-filling codebreaking game, for exhibitions worldwide.

Interactive Stage Shows - (2016 - present)

Developed and hosted custom-made tech-enhanced props and back-end web technology for crowd games played on a theatre stage. Hundreds of spectators collaboratively make art and direct improvised comedy. Performed across the world in UK and international festivals.

<http://alistair.games>
contact@alistair.games

MOBILE & DESKTOP SOFTWARE DEVELOPMENT

Unity
C#
C
Objective-C

CLIENT-SIDE WEB DEVELOPMENT

JavaScript
TypeScript
React
Redux
PIXI.js

SERVER-SIDE WEB DEVELOPMENT

Node.js
Go
Python
PHP
SQL

HARDWARE DEVELOPMENT

Arduino
ESP32

ADDITIONAL SKILLS

Language: French
2D Art and Illustration
Figma component design
Network multiplayer
Automated testing
UI and UX design
Audio and video editing
Livestream production
Live performance

AWARDS & NOMINATIONS

Lifetime Achievement Awards

IndieCade Festival, Los Angeles 2025 - Bernie de Koven Big Fun Award

Artholomew Video's Stream Challenge

IndieCade Festival, Los Angeles 2022 - Winner: Performance Award

Creative Gaming Awards, Hamburg 2022 - Winner: Most Creative Game

A MAZE Festival, Berlin 2022 - Nominee

The Incredible Playable Show

IndieCade Festival, Los Angeles 2017 - Winner: Jury Choice Award

GameCity, Nottingham 2016 - Winner: Spirit of the Festival

The Book Ritual

Independent Games Festival, San Francisco 2019 - Nominee: Alt.Ctrl.GDC Award

A MAZE Festival, Berlin 2019 - Honourable Mention

PLAY Festival, Hamburg 2018 - Nominee

Codex Bash

IndieCade Festival, Los Angeles 2015 - Winner: Media Choice Award

A MAZE Festival, Berlin 2015 - Nominee

Slamjet Stadium

PocketGamer.com, 2014 - 9/10, Gold Award

PocketGamer.com, 2014 - Nominee: Best Developer

Greedy Bankers vs The World

Tap! Magazine, 2011 - Game of the Week

PERMANENT EXHIBITIONS

Tap Happy Sabotage - Game Science Center, Berlin (2015 - 2020)

Dash & Bash - National Videogame Arcade, Nottingham (2015 - 2019)

Codex Bash - National Videogame Arcade, Nottingham (2018-2019)

SHOWCASE SELECTIONS

MAGFest Indie Arcade 2022 - Alistair's Magic Box, The Book Ritual

WASD Leftfield Collection 2022 - Alistair's Magic Box

EGX Leftfield Collection 2018 - The Book Ritual

Tokyo Games Show 2017 - Codex Bash

Now Play This 2016 - Codex Bash

EGX Leftfield Collection 2015 - Tap Happy Sabotage

Eurogamer Expo Indie Arcade 2011 - Greedy Bankers vs the World

NOTABLE PERFORMANCES

Now Play This, London 2023 - The Creative Love Show

PLAY Festival, Hamburg 2022 - The Ultimate Tournament (Exhibition finale show)

FreePlay, Melbourne 2021 - The Book Ritual Interactive Livestream

BFI Southbank, London 2021 - Breaking Sonic (Interactive lecture)

Now Play This, London 2020 - PAWNS Interactive Livestream

PLAY Festival, Hamburg 2018 - The Scrambled Eggman Show (Exhibition finale show)

BROADCASTING

The Incredible Playable Podcast - 5 Episode series, 30 min each

IndieCade: Beyond Screens Livestream - Livestream interviews, 30 episode series