



12+ years of experience— I get things done

D Everett Hinton

Principal Full Stack Engineer
& Pilot

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Please visit my website!



MISSION STATEMENT

First of all, kudos for reading this. Most people would glance at a wall of text and gloss over it. I'm Everett, a results-driven professional with 12+ years of experience across consumer, enterprise, film & VFX, & games— I excel at turning cross-disciplinary, ambitious ideas into reality and ensuring projects cross the finish line. Once described as 'a one man wrecking crew', when I'm not shipping, I'm in the hangar building planes or in the cockpit flying. Let's talk how I can make your goals a reality as soon as (but no earlier than) tomorrow!



EDUCATION

University of Southern California 📅 2018 - 2019

BASc, Physics & Computer Science

At USC, I dual majored as part of both USC Dornsife and USC Viterbi, further building on my foundation in computer science, mathematics, engineering, and interdisciplinary studies.

Armstrong State University 📅 2016 - 2018

AS, Engineering

I studied here for two years towards an AS degree, and despite my major being Engineering, I took a particular interest in Mathematics, in which I attended conferences for. Here, I also attended ACM.



LANGUAGE



English

Native Speaker



Japanese

Intermediate



Spanish

Elementary



Programming

Native Speaker



SKILLS

C, C++, and C#

Multiplatform Applications

ML & Python, TensorFlow

UI Design & Development

React (JS), Flutter (Dart)

Unreal Engine 4 and 5

Node.js, TypeScript

Unity and Source Engine

Full Stack Development

Game Development

Large Data Pipelines

Virtual Reality (XR)



FLAGSHIP PRODUCTS

NihonDojo

📅 2025

<https://nihondojo.ai/>

Cross-platform language learning app w/ AI-powered content generation, on-device neural TTS (ONNX), FSRS spaced repetition, offline-first architecture, OAuth. Flutter + Supabase + SQLite.

MixMate.ai

📅 2024

<https://mixmate.ai/>

AI music production assistant w/ custom PyTorch+CUDA audio ML (Music2Vec), zero-latency VST plugin, real-time audio analysis and classification. Flutter + low latency C++ FFI + cloud vector DBs.



RECENT WORK

Senior Full Stack Engineer

📅 2025 - xxxx

Keeper Security

- Develop C++ node native modules for React/Electron frameworks
- Utilize TypeScript to implement secure front-end features for KDE
- Apply cybersecurity and opsec best practices across the stack

Senior Software Engineer

📅 2023 - 2024

Skydance Interactive

- Implemented full-stack UIs for Behemoth, and an announced title.
- Created VR gameplay features in UE5 & C++ for Oculus Quest.
- Design and deploy server backends, multiplayer, and data sync.

Senior Full Stack Engineer

📅 2022 - 2023

Black Box VR

- Back-end microservice migration to AWS lambdas with JS & TS.
- Full-stack mobile app dev, API integration, and system scaling.
- Unity dev for integrated hardware-software VR gym app in C#.

Senior Pipeline Engineer

📅 2021 - 2022

Netflix - Eyeline Studios

2024 - 2025

- Addressed cross-disciplinary needs across production pipeline.
- Led development of UE SDK, integrating C++/Python/JS systems.
- Spearheaded data pipelines and tooling to supercharge ML models.

Software Engineering Lead

📅 2019 - 2021

DMG Entertainment

- Shipped 3 VR experiences at our Transformers LBE in Shanghai.
- Integrated immersive hardware/software with Unreal and Unity.
- Built full-stacks apps for admissions, experience, and operations.

See CV for full employment history.. there is much more!