

Hey Paladins,

I'm messaging regarding your open Systems Developer position. In the post, you mention Unity and build automation/APIs as well a few other things fairly unique in the current job market, but are a great match for my particular qualifications.

I started using Unity 3D in 2012 as a gamification and data visualisation tool as a systems engineer with Pizza Hut to compliment some of the backend systems I had built. The ability to deploy easily to Ubuntu brought me to the platform initially - but the vibrant community is what made me stay. Later, My work as a platform engineer with STRIVR gave me experience developing for VR devices and cloud-native game design. Nearly a decade later now - as a Sr. Architect - Unity is still an incredibly fun and functional tool that I use as often as possible.

While I've spent time working with Unity for front-end purposes, I also have over a decade of solid systems engineering, automation, and programming experience. Starting from the boot-loader and frame-buffer, and all the way up the stack to dynamic stateless, ephemeral, platform-generation. And I'm also an avid paladin enthusiast - having played a tankadin streaming WoW raids, and making silly skit videos as "WorldsOkayestPaladin" for a several years.

Resume attached for consideration,
-Max