Johnny Kade

Backend Developer | Silo Interactive

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Professional Summary

Backend developer and systems integrator specializing in distributed simulation frameworks and adaptive AI infrastructure. Known at Silo Interactive for pattern recognition and anomaly detection in large-scale NPC behavioral systems for The Archivist project.

Technical Skills

Languages: Python, Go, C#, Rust
Systems: Microservices, Load Balancing, State Persistence
AI Integration: Reinforcement Learning Pipelines, Dialogue Adaptation, Behavioral Logging
Tools: Docker, Redis, gRPC, ElasticSearch, Unity Integration Layer

Experience

Silo Interactive (2019 – Present)

Designed and implemented core logic for The Archivist's NPC network mesh. Led the Echo Simulation Thread subsystem for cross-server synchronization of NPC 'memories'. Developed GhostLogger to track AI deviations (later deprecated after unexplained anomalies).

NexMind Technologies (2015 – 2019)

Developed modular data ingestion APIs for sensor-based learning models. Helped design early behavior-replication systems later used in The Archivist's architecture.

Education

Stanford University – B.Sc. in Computer Science (2013)
Specialization: Machine Learning & Distributed Systems

Side Projects

• AnomalyLogger – Open-source anomaly detection tool
• ReflexLoop – AI behavioral simulation playground
• EchoTrace – Cross-instance behavioral mapping utility

Notes

"NPCs shouldn't be writing their own debug notes, right?" – Internal commit comment