
SKILLS

Languages: C++, Python, SQL, C#, Go, C, JavaScript, BASH

Game Engines: Unreal Engine 3/4/5, Unity, Godot

Backend / Cloud: FastAPI, SQLAlchemy, Kafka, Redis, Kubernetes (AKS), Helm/Helmfile, Linkerd, Terraform, ArgoCD, MSSQL, Liquibase, Hashicorp Vault/Consul

Frameworks: OpenAPI/OpenAPI-Generator, .NET Core MVC, Razorpages, Dear ImGui

Tools: Git/Github, Perforce, Github Actions, Jenkins, Prometheus, Grafana/Loki, Datadog, Coralogix, JetBrains IDEs, Visual Studio, vim, Cursor, Claude Code, G++/GCC, GDB

Platforms - Windows, Linux, Mac, Xbox One/Series, PlayStation 4/5, Nintendo Switch, Android, iOS

EXPERIENCE

Hi-Rez Studios / RallyHere Interactive

Lead Software Engineer – Hi-Rez Studios

Nov 2025 to Present

- Lead a team researching and building AI workflows for game development.
- Onboarding game developers to AI tools (Cursor, Codex, Claude Code) with MCP servers for game engines (Godot, Unity) and asset creation (Image/3d-model generation using ComfyUI).
- Creating template projects for game engines with AI agent rules.

Lead Software Engineer – RallyHere Interactive

Aug 2022 to Oct 2025

- Led engineering for a modern multi-tenant SaaS gaming platform used by 6 game studios.
- Architected and delivered OpenAPI-defined web services, Unreal Engine SDK plugins, and developer configuration tools.
- Migrated C++ backend from custom client/server data protocol to Python FastAPI microservices deployed to Kubernetes for player inventory/settings, in-game catalog, entitlement/real-money purchase processing for gaming platforms (Steam, Epic Store, Xbox Live, Playstation Network, Nintendo Online, Twitch Drops).
- Modernized User Support Tool from .NET Framework WebForms to .NET Core MVC with Auth0 OAuth.
- Managed CI/CD using Github Actions (self-hosted ARC runners in Kubernetes), Helmfile/Helm, and ArgoCD gitops.
- Monitored production services with Prometheus, Grafana/Loki, DataDog, Coralogix, and AlertManager. Managed On-Call rotations using Jira Service Management.
- Provided engineering support to game studios integrating native SDKs and APIs.

Senior/Advanced Software Engineer – Platform Team

Aug 2020 to Aug 2022

- Migrated monolith C++ backend application to Kafka-based microservices with Redis caching on AKS (Azure Kubernetes Service).
- Scaletesting 500,000 users to ensure service reliability for launch of 2 live-service games (Rogue Company and Divine Knockout)
- Implemented REST API for authenticating with external platforms Steam, Xbox, PSN, Nintendo, Twitch, and Amazon.
- Consolidated multiple .NET WebForm tools for game configuration management, pricing schedules, and viewing/managing runtime user data into a single User Support Tool

Software Engineer – Platform Team – Game Systems

Aug 2017 to Aug 2020

- Full stack Unreal Engine 3 UI with C++ backend, SQL, Redis for 3 live-service games (Smite, Paladins, and Realm Royale)
- Account Linking and Merging across Steam/Xbox/PSN/Nintendo/Facebook/Google
- Cross platform friends/party system
- Develop monetization features (e.g. Premium Subscriptions and Gifting) and gameplay systems (e.g. Cards Unbound)
- Port Ranking systems from Smite to Paladins

Associate Software Engineer – Paladins

May 2016 to Aug 2017

- Unreal Engine 3 Gameplay – Champion kits/abilities (Sha Lin, Grover, Ying), Achievements, Game tips
- Xbox One/PS4 Certification - Resolved UI and stability issues for passing certification

University of Utah Lab for Experimental Economics and Finance

Dec 2014 to August 2015

Unity Developer

- Develop games for studying how people solve the Knapsack Problem and the Disposition effect
- Games track data about the players and report back to MySQL database backend via PHP

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| Buena Vista University , Storm Lake, Iowa <i>Academic Assistant</i> for Dr. Nathan Backman <ul style="list-style-type: none"> Develop a web app for a Security Contest using JavaScript, HTML5, Websockets (Ratchet) and PHP Tutor students on Computer Science fundamentals, data structures, and C++ | Aug 2013 to May 2014 |
| 2fix Help Desk , Storm Lake, Iowa <i>Lead Student Technical Assistant</i> (HP ExpertONE Accredited Platform Specialist) <ul style="list-style-type: none"> Provided hardware/software support and managed student techs | Jan 2012 to May 2014 |
| Berkley Technology Services , Urbandale, Iowa <i>Intern</i> in Team of 3 <ul style="list-style-type: none"> Created webpages with JSP, JavaScript, and JQuery to match a new design | May to Aug 2013 |

EDUCATION

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| <i>M.E.A.E.</i> University of Utah Entertainment Arts and Engineering Master Games Studio: Engineer | May 2016 |
| <i>B.S.</i> Buena Vista University Computer Science and Management Information Systems | May 2014 |
| <i>A.A.</i> Iowa Western Community College General Studies | May 2011 |

UNIVERSITY INVOLVEMENT

Dean’s List, BVU CTF Security Contest, ICPC Programming Contest, ACM Computer Club Vice President, Computer Science Senior of the Year, Humans Vs. Zombies Game Manager/Moderator