
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

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

<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