

# Seth Climenhaga

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## WORK EXPERIENCE

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**Unity Developer** • Arbelos Interactive, Hamilton ON, Canada

04/2024 – Present

- Implemented a server-authoritative multiplayer networking solution for a mobile game in Unity Netcode
- Refactored code for cleaner SoC between multi/singleplayer and added state machines to enforce game behaviour
- Researched and developed a plan to move a web game from Photon/PlayFab/Fusion to an on-demand orchestration service with an open-source networking solution to reduce operation costs
- Currently porting a multiplayer Unity game from sFusion to Fishnet

**Algorithm / Backend Developer** • SpeakSynk Technology, Toronto ON, Canada

05/2023 – Present

- Designed and developed an AI pipeline to translate and lip sync videos between different languages
- Built scalable backend infrastructure on AWS to support concurrent users accessing video and AI services.
- Implemented new AI, computer vision, and audio features to enhance the system's capabilities
- Optimized computing time of video processing stages up to x10

**Unity VR Developer Intern** • Life Sciences Talent Accelerator, Toronto ON, Canada

05/2022 – 04/2023

- Executed comprehensive research for the project's design, aligning with the domain expert's specifications.
- Crafted a robust project plan, ensuring efficient execution throughout the development lifecycle.
- Designed and programmed a sophisticated VR environment, replicating the intricacies of a chemical factory
- Engaged with stakeholders, delivering presentations, and leveraging their feedback to refine project objectives.

**Unity Developer Intern** • The Commons XR, Remote, USA

04/2022 – 11/2022

- Implemented a new data capture system in Unity, optimizing efficiency and reliability to streamline the data collection
- Successfully integrated a NoSQL Azure database solution alongside the existing SQL infrastructure, enabling seamless storage and retrieval of large blob data, enhancing scalability and performance.
- Improved the system's stability by resolving persistent bugs, and replacing the code with more maintainable solutions
- Participated in standups and internal meetings, fostering collaboration and alignment across data and Unity teams, and contributing valuable insights to drive project progress and innovation.

**Full Stack Developer** • Freelance Playerverse, Remote, USA

06/2021 – 01/2022

- Extended a React based PWA e-commerce platform.
- Integrated PWA with Larval backend server endpoints and wrote custom data fetching logic.
- Modified WordPress plugins for custom use-cases

**Full Stack Developer Freelance** • SampleHouse, Remote, USA

08/2021 – 12/2021

- Completely redesigned and implemented a frontend interface for a more modern design and UX
- Integrated payment system and fixed backend bugs related to accounts and purchases
- Implemented pagination for products with new Node endpoints and components in React

## SELECTED PROJECT

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SousChef

- Created a mobile app facilitating group cooking sessions, automating task assignment and ingredient management.
- Engineered a backend server for user management and real-time socket server for live cooking sessions.
- Implemented an AI system to break down recipes into actionable tasks tailored for individual users.
- Resulted in a cross-platform application enabling efficient and collaborative cooking experiences for diverse groups.

<https://github.com/orgs/Souschef-App>

## SKILLS

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**Languages:** C#, Python, Typescript, C++, Kotlin

**Technology:** Unity, Kafka, Node, PyTorch, Sagemaker, Airflow, gRPC, AWS S3, AWS Step Functions, React, React Native

**General:** OOP, Functional, Web APIs, Git, Jira, VSCode. Docker, CI/CD

## EDUCATION

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**Honours Bachelor Computer Science** • Sheridan College • 3.84/4.0

**Honours Bachelor Piano and Composition** • Wilfrid Laurier University • 3.80/4.0