Dylan Hunt: Sr Client-Server Backend Game Developer

dylan@imperium42.com | i42.games/linkedin | imperium42.com

SUMMARY

Senior Game Developer with 8 years of specialized experience in crafting backend integration and SDKs for games/services with complex backends/LiveOps. Shipped a *social deduction* multiplayer PvP game in only 14 months as first game, featured by *PC Gamer* and acquired by a third-party. Expert in distributed systems LiveOps and integration, particularly *Game Backends as a Service* - (GBaaS).

US/UK dual citizen with B2B optionally available. Full-stack experienced, backend passionate with a philosophy to *automate everything*.

SKILLS

- **Core:** Unity/C# (7y), Authoritative LiveOps (6y), JS (6y), TS (2y), Backend Unreal/C++ (1y)
- **GBaaS:** AccelByte, BrainCloud, PlayFab, Photon, AXR, Hathora, FishNet, Mirror, Edgegap
- **Other APIs:** Steam, EOS, OAuth2, MongoDB, Payments, Discord, Mongodb Atlas, Azure Functions
- **Soft Skills:** GenAI, Empathetic Leadership, Teamwork, DevOps, Agile, Git, POSTman, Fiddler

EDUCATION

- **University of Hawaii at Kapi'olani:** Associate of Science degree in IT, Honors (3.6 GPA)
  - Programming certificate; DBA certificate; ΦΘΚ Honors Society Regional Officer
- **Microsoft MTA/MCP, CompTIA A+ Certifications** (2013)
- Gjun PC School: Unity3D Online Multiplayer (Mandarin, 2016)
- National Taiwan University: 140 hours Chinese Language Certificate (2014)
- Ongoing Learning: Keeping up with ever-changing tech with extended research and practice

EXPERIENCE

Imperium42, LLC: CEO, Online Multiplayer Game Developer, Architect (2016-)
- [2020-] Business-to-Business (B2B) Freelance Contractor/Consultant.
- [2016-2020] Crafted flagship title, *Throne of Lies: Medieval Politics*; social deduction PvP.
  - **Featured Project Portfolio:** Varieties of AA+ features created: i42.games/throne
  - From inception to launch in only 14 months with 1k CCU launch; 450k game activations.
  - Featured by PC Gamer, "Something Special": i42.games/pcg
  - [2020-2022] Acquired by PT.farm in 2020, contracting back for backend game LiveOps.

Hathora: Sr Backend Developer - B2B Contract (2023)
- Engineered Unity/C# SDKs and game demos for use with FishNet, Mirror, NGO and Photon.
- Full-stack created dynamic tool to automatically upload, package and deploy builds in 1 click.

Exis: Sr Backend Developer - B2B Contract (2022-2023)

- Architected client-server APIs and Unity SDK for AAA-tier online multiplayer GBaaS infra/SDK.
- Developed both client and authoritative backend code for matchmaking, lobbies, friends, guilds.

AcceleratXR: Sr GBaaS Developer, Architect - B2B Contract (2022)
- Architected client-server APIs and Unity SDK for AAA-tier online multiplayer GBaaS infra/SDK.
- Created custom API services on Kubernetes via Composer using OpenAPI with JS/TS/Unity C#.

AccelByte: Sr Backend Developer - Part Time - B2B Contract (2021-2022)
- Multi-hat role for backend Unreal C++ and Unity C#, creating AAA online multiplayer GBaaS SDK.
- Created multi-instance auth sessions, QoL service, group/clan modules, automated tests.

PT.farm Inc: Sr Backend Developer, Architect - B2B Contract (2020-2022)
- Acquired *Throne of Lies* IP; contracted back to continue updating backend multiplayer content.
- Migrated authoritative cloud backend server and client API from GameSparks to BrainCloud.

Smartlaunch: Full-Stack Network Developer - Contract (2014-2016)
- Bali Hackathon MVP; created 1st Windows-based WiFi *Captive Portal* SaaS: `i42.games/cportal`
- Created Chromium desktop shell (REST API and UI) for ggCircuit: `i42.games/gg-demo`

Gamers Edge, LLC: CEO, Owner, Operator (2007-2009)
- Owner and operator of the 1st *LAN Center* in SC, USA with 25 clients per server: `i42.games/gec`
- Franchised out WA branch (2008); successfully sold stores/IP to *Voltage Games, LLC* (2009)*.*

SIDE PROJECTS

- **edgegap-plugin-v2:** Full-stack 1-click setup/deployment/CI upgrade: `i42.games/edgegap`
- **GBaaS Community:** *Game Backend-as-a-Service* Discord founder: `i42.games/gbaas-discord`
- **Dragonclaim:** The 1st smart Discord key dispenser (nosql/redis): `i42.games/dragonclaim-demo`
- **eos-unity:** The 1st public *Epic Online Services* (EOS) Unity SDK (open source): `i42.games/eos`
- **gs-csharp:** Replaced GameSparks' native WebSocket with open source variant: `i42.games/gs`
- **The Developer's WinEnv:** Silent installer for Windows settings/prefs (ps1): `i42.games/tdwe`
- **imgCompare.com:** The 1st comparison tool with upload/share: `i42.games/imgCompare.com`
- **patch-parser:** Patch notes parser (regex to multiple markdowns): `i42.games/patch-parser`

RESOURCES

- **CV** (pdf): `i42.games/cv-pdf`
- **CV** (doc): `i42.games/cv-doc`
  - **Ask my AI** (trained to emulate me for career FAQ; requires ChatGPT+): `i42.games/meet-ai`

Skill Level in Various Online Game Development Subsectors

Subsector	Skill Level (Max 10)
3rd-Party Integrations	10
Authoritative Cloud Scripts	10
Cloud Admin Tools	10
Game Backend as a Service (GBaaS)	10
Localization and Segmentation	10
Monetization Features	10
NoSQL Database	10
Regulatory Compliance / GDPR	10
Social Features	10
Unity Engine Client-Server Model	10
Multiplayer Matchmaking and Lobbies	9
API Development	8
Client Realtime Replication	8
Realtime (Stateful)	8
Security and Anti-Cheat Systems	8
Data Analytics and Telemetry	7
Infrastructure & Orchestration	4
Raw Azure Microservices	4
Game Server Hosting and Deployment/CI	3
Raw AWS Microservices	2
Unreal Engine Client-Server Model	2
SQL Database	1
CDN	0
Prediction Mechanics	0
Realtime (Deterministic)	0
UGC	0