Kali Raines

Legal: Clifford Raines

✉ KaliRaines@protonmail.com

☎ (435) 503-7040

🖥 https://KaliRaines.me

Languages

C++	C#
.Net	Python
SQL	Java
Rust	Swift
PHP	JS

Technologies

Unity	Unreal
gRPC	HTTP/3
Linux	Steam VR
Blender	Oculus VR
Visual Studio	Git

Skills

Agile Development

SOLID Development

Game Development

Remote Work

Networking

Server Management

Rendering / Shading

VR / AR

Scripting

Experience

Miris - (https://miris.com/)
Full Stack Engineer
Aug 2023 – Sep 2024 – Full time (Remote)
- Worked with a team to create systems to stream 3D spacial data in real-time, with AR & VR devices in mind.
- Prioritized networking optimization for high bandwidth streaming.
- Created networking code for server and clients.
- Prototyped quickly with many networking protocols, including, HTTP/3, gRPC, Cap'n Proto, and more.

Lunar Delights - (https://lunardelights.com/)
Back End Developer
June 2021 – Feb 2023 – Contract (Remote)
- Developed core game loop and mechanics.
- Created and managed dedicated servers for online play.
- Integrated neural network machine learning AI.
- Created and managed rational DB for players and game data.

Stayupol Knights
Developer
March 2020 – June 2021 - Contract
- Designed and developed runtime systems and core game mechanics.
- Designed and developed player/agent controllers
- Developed local and online multiplayer

Projects

Miris POC – Aug 2023 – Sep 2024
Server / Client networking
Technologies used: C++, gRPC, HTTP/3, Swift, Rust, Protobuf
- Worked closely with remote team to quickly prototype 3D streaming systems.
- Create and optimize HTTP/3 & gRPC calls.
- Tested & compared HTTP/3 implementations.

Chice – June 2021 – Feb 2023
Core mechanics / multiplayer networking
Technologies used: Unity, C#, Mirror, Playfab, SQL+
- Created core game mechanics.
- Integrating mirror for multiplayer play.
- Setup / Manage game servers.

Gunner – Oct 5th 2019 – Oct 6th 2019
VR Development / 3D Modeling
Technologies used: Unity, C#, SteamVR, Blender
Developed as part of "Hack the U", a 24-hour dev jam
- VR player interactions.
- Enemy Flocking AI.
- 3D modeling/Sculpting

Education

B.S. in C.S. with a Major in Software and Game-Development
Neumont College of Computer Science
Sep 2017 – Aug 2020