

# Kali Raines

Legal: Clifford Raines



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<https://kalistarchaser.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 5<sup>th</sup> 2019 – Oct 6<sup>th</sup> 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