Roger Huntley II

Full-Stack Engineer / Game Developer

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Flint, Michigan

Full-stack engineer with four years of production experience building APIs, React applications, internal systems, and AWS infrastructure. Lead development of a shared platform serving web and native clients for over 200,000 users, with a focus on performance, maintainability, and reliable live operations. Shipped an independent game on Steam and build in Godot.

// technical skills

Applications: Ruby, Rails, JavaScript, TypeScript, React, Svelte, REST APIs
Data and infrastructure: SQL, Valkey, DynamoDB, AWS, CloudFormation, CI/CD, application monitoring, Git
Games and creative tools: Godot, GDScript, C#, Blender

// experience

Full Stack Developer
March 2022 to present

Health Enhancement Systems

- Lead development of a modern Rails platform API serving a React web client and two native mobile clients for over 200,000 users, built on the versioned, swappable-service architecture that replaced separate Rails 3 forks.
- Built a server-driven scene system and a dashboard editor that lets the content team author interactive scenes without code, rendered across React web and two native mobile clients, powering multiple applications.
- Reduced serialization time by up to 80% on large nested collections by replacing per-request object initialization with reusable class-level serializers.
- Cut average production database CPU from about 80% to 10% year over year by moving leaderboard workloads to Valkey and write-heavy workloads to DynamoDB, and removing redundant queries.

Lead Engineer
August 2023 to present

Happy Slaying

- Programmed HalleyFolk Odyssey in Godot, shipped on Steam as part of Locally Sourced Anthology I: A Space Atlas. Built the dialogue and its embedded flag system, level loading, minigames, and scripted encounters.
- Designed and tuned the camera and platforming controller, the project's hardest technical problem, and contributed writing and 3D assets alongside the code.
- Collaborate with a small team across art, music, writing, and design while prototyping gameplay systems.

// selected work

Walktober

Led development of the API and React experience for HES's most popular corporate walking challenge. Its animated tree reflects each participant's step history through the shared scene system.

Remnant

An atmospheric technical-art study in Godot with custom shaders for water distortion and real-time mold growth, using a low-resolution presentation as both a performance constraint and visual direction. itch.io, video.

// education

B.S. Game Programming and Development
July 2026

Southern New Hampshire University, 4.0 GPA
Coursework in game engine development, C++, C#, Unreal Engine 5, Maya, and illustration

Associate in Science
November 2019

Delta Community College
Coursework in Java, Visual Basic, and Python