Roger Huntley II

Full-Stack Engineer, Infrastructure and Applications

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Flint, Michigan

Engineer with four years of production experience running a platform API and the AWS infrastructure under it: provisioning with CloudFormation, CI/CD, monitoring, database performance, and on-call for live incidents. Work across product, design, mobile, and support teams from requirements through operation, and write the documentation other teams use. B.S. in programming, 4.0 GPA.

// technical skills

Infrastructure and data: AWS (ECS, EC2, RDS, S3, Lambda), CloudFormation, CI/CD pipelines, CloudWatch, Sentry, New Relic, MySQL schema design and query tuning, Valkey, DynamoDB, Linux, Git

Applications: Ruby, Rails, JavaScript, TypeScript, React, Svelte, REST APIs, C#, C++

Certifications: CompTIA A+ (earned 2020, lapsed)

// experience

Full Stack Developer

March 2022 to present, full-time

Health Enhancement Systems, Midland, Michigan (remote)

- Lead development of a modern Rails platform API serving a React web client and two native mobile clients for corporate wellness programs with over 200,000 users in October 2026.
- Provision ECS, EC2, RDS, S3, and Lambda resources and isolated environments with CloudFormation, maintain the CI/CD pipelines, and run monitoring and alerting in CloudWatch, Sentry, and New Relic. On call for production incidents.
- Administer the production MySQL database on RDS: schema design, migrations, index and query tuning, and backups. Cut average 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.
- Reduced serialization time by up to 80% on large nested collections by replacing per-request object initialization with reusable class-level serializers.
- Write the technical documentation and onboarding material used by mobile, support, and new engineering staff, and translate requirements from non-technical teams into implementation-ready specs.

Lead Engineer

August 2023 to present, part-time

Happy Slaying, independent game studio (remote)

- Lead engineer on a small cross-functional team of artists, writers, and a composer. Shipped HalleyFolk Odyssey on Steam, owning its dialogue, flag, level-loading, and scripted encounter systems.

// selected work

Walktober

Led the API and React work for HES's largest annual corporate walking challenge, including the reporting that program managers use to track participation across their organizations.

Home network and automation

Run a self-hosted Home Assistant install with Zigbee devices, a local voice assistant, and a music server on Linux, including the networking, backups, and hardware maintenance.

// education

B.S. Game Programming and Development

July 2026

Southern New Hampshire University, 4.0 GPA
Coursework in project management, C++, and algorithms

Associate in Science

November 2019

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