

Roger Huntley II

Game Engineer / Full Stack Developer

contact@rogerhuntley.xyz
(989) 778-6465
rogerhuntley.xyz
linkedin.com/in/rogerahuntley
github.com/rogerahuntley

Software engineer and game developer with four years of production experience building React applications, backend systems, tools, and AWS infrastructure. Lead a shared platform serving web and native clients. Shipped HalleyFolk Odyssey on Steam and earned a B.S. in Game Programming and Development with a 4.0 GPA.

// technical skills

Games: Godot, GDScript, Unreal Engine 5, Blueprints, C++, C#

Graphics and tools: Shaders, Blender, Maya, Adobe Animate

Application systems: Ruby, Rails, JavaScript, React, SQL, Redis, DynamoDB, AWS, CloudFormation, CI/CD

// experience

Full Stack Developer

March 2022 to present

Health Enhancement Systems

- Lead development of a Rails 7 platform serving React and two native mobile clients. Build APIs and product features on the versioned, swappable-service architecture that replaced separate Rails 3 product forks.
- Designed a Godot-inspired scene system that compiles user and content state into data-driven trees for consistent rendering across clients and reuse across multiple wellness products.
- Reduced serialization time by up to 80% on large, deeply nested collections by replacing per-request object initialization with reusable class-level serializers.
- Resolved recurring database slowness by moving N+1-prone leaderboard queries to Redis and TTL-based device step-logging data to DynamoDB, alongside broader indexing and data-reduction fixes.
- Use CloudFormation to provision and connect AWS services for new products and isolated beta environments, and maintain CI/CD pipelines and application monitoring.

Lead Engineer

August 2023 to present

Happy Slaying

- Programmed HalleyFolk Odyssey, released on Steam in Locally Sourced Anthology I: A Space Atlas, including its dialogue, state, level-loading, minigame, and scripted encounter systems.
- Collaborated on story and world design while writing dialogue and modeling 3D buildings in Blender from artist sketches.
- Prototype gameplay systems for I Am Night, a Godot deckbuilder in early development, collaborating with a small team across art, music, and writing.

// selected game projects

Remnant Godot, GDScript, shaders

[itch.io](#) · [YouTube](#)

Built an atmospheric technical-art study with custom shaders for lighting, water distortion, and real-time mold growth. Used a low-resolution presentation as both a performance constraint and visual direction.

Rock Paper Scissors, SPLASH! Adobe Animate, JavaScript, HTML5

[itch.io](#) · [YouTube](#)

Built a small 2D game with hand-animated characters and interface elements in Adobe Animate, connected to JavaScript gameplay logic.

// education

B.S. Game Programming and Development

July 2026

Southern New Hampshire University, 4.0 GPA

Associate in Science

November 2019

Delta Community College, graduated with honors