

CHASE HUTCHENS

Software Engineer

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Skills

- C/C++
- C#
- TypeScript
- Python

Tools

-  | Slack
-  | Visual Studio
-  | VS Code
-  | Python
-  | Node.js
-  | git (GitHub)
-  | SVN
-  | Unity
-  | Docker
-  | WSL2
-  | Azure
-  | AWS
-  | mongoDB
-  | Redis
-  | Jenkins

Professional Experience

Principal Engineer (3rd Person Multiplayer Brawler; Animal Labs LLC), *tinyBuild* **10/2021-11/2025**

- Developed, and led projects from concept to deployment in C#, TypeScript, and Python.
- **Client:** Implemented C# game systems, analytics, code and request hardening, profiling and optimizations, with extensive integrations to backend systems.
- **Server:** Engineered networked game systems, managed and maintained shared codebases, integrated backend APIs, implemented server-side logic, leveraged MultiPlay for dynamic dedicated servers, A/B deployment strategies to minimize downtime.
- **Backend:** Orchestrated, developed, deployed, and maintained systems and APIs to execute game systems, ensuring scalability and reliability by leveraging Mongo, AWS (ElastiCache Redis), other backend APIs, and Azure Functions & App Services.
- **Debugging & Testing:** Investigated, isolated, and resolved issues; leveraged local and Docker environments to verify and address problems; implemented unit tests to validate and maintain functionality.
- **Tooling:** Jenkins builds & signing automation, item editor content pipeline, Python script automation for backend data handling and manipulation. Next.js TypeScript CMS dev, maintenance, and deployment; leveraged Git and Jenkins Slack notifications to improve developer awareness and build tracking.
- **Leadership:** Directed engineering efforts, mentored team members, resolved technical challenges across client, server, and backend systems with clear guidance, made critical API and system decisions, and served as the primary technical point of contact for external teams.

Software Engineer (ANIMAL LLC - Contractor), Owner & Founder Chazix LLC **01/2020-10/2021**

- Implemented, supported, improved and collaborated on C# network, game, and system features.
- Integrated libraries, executed code refactors, and developed Python tooling to improve efficiency.
- Implemented and optimized Steam and LAN lobby systems to improve multiplayer functionality.
- Developed gameplay systems, anti-cheat measures, and pipelines for networking and localization.
- Delivered critical features under tight deadlines to support demo launches and convention requirements.

Software Engineer (StarCraft II Client & Tools), Blizzard Entertainment **06/2017-12/2019**

- Maintained and enhanced client, tooling, and server codebases in C++, C#, and various scripting languages.
- **Client:** Contributed to gameplay, UI, engine, and editor development with focused improvements.
- **Tools:** Developed and migrated web and script-based tooling pipelines, including build systems.
- **Server:** Supported and improved backend interactions between systems, clients, and tools.
- Cross team collaboration on anti-cheat systems, Twitch integrations, Mac support, and CCPA compliance.

Software Engineer Intern (StarCraft II Server), Blizzard Entertainment **05/2016-08/2016**

- Created an independent service to handle and process message packets, re-engineering message flow for efficient routing through the service.
- Migrated and implemented C++ code into the newly created independent service for seamless integration.
- Developed and executed stress tests to validate the independent service's feature set.

Academic Game Projects

Network & Game System Programmer (chasehutchens.com/2016/12/04/subatomic/) **08/2016-05/2017**

- Designed and implemented a backend RESTful interface over HTTPS using Node.js.
- Developed client-to-server communication over UDP, leveraging Google Protobuf for message serialization.
- Packet tracking, game client management, 3D terrain saving, persistent data, authoritative, and logging.

Network & GUI Programmer (chasehutchens.com/2015/12/12/chrono-drive) **07/2015-04/2016**

- Developed FPS game, *Chrono – Drive*, in a team of 14, showcased at PAX West 2016.
- Built a custom network engine using Winsock2 (client) and Java (server) to enable multiplayer interaction.
- Networked players, dynamic objects, level transitions, items, and master server for internet and LAN play.

Education

DigiPen Institute of Technology **08/2013-04/2017**

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

Highline College **09/2009-12/2012**

Associates of Science in Computer Science