

Jon Kenkel

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Skills

Languages: C++, Python, Rust, SQL, C#, Go, C, JavaScript, BASH

Game Engines: Unreal Engine 3/4/5, Unity, Godot

Backend / Cloud: FastAPI, SQLAlchemy, Kafka, Redis, Azure, Google Cloud, Kubernetes (AKS/GKE), Helm/Helmfile, Linkerd, Terraform, ArgoCD, MSSQL, Spanner, Liquibase, HashiCorp Vault/Consul

Frameworks: OpenAPI/OpenAPI-Generator, .NET Core MVC, Razor Pages, Dear ImGui

Tools: Git/GitHub, Perforce, GitHub Actions, Jenkins, Prometheus, Grafana/Loki, OpenTelemetry, Datadog, Coralogix, JetBrains IDEs, Visual Studio, vim, Cursor, Claude Code, MCP/ACP, G++/GCC, GDB

Platforms: Windows, Linux, Mac, Xbox One/Series, PlayStation 4/5, Nintendo Switch, Android, iOS

Experience

IndieGems

Jan 2026 to Present

Lead Software Engineer

- Lead a team of engineers building an online gaming platform for Godot and HTML5 games, spanning backend services, a custom engine and IDE, web storefront, and cloud infrastructure.
- Delivered a Rust identity and commerce backend — OAuth 2.0/OIDC provider, player inventory, and real-money purchases — meeting COPPA compliance requirements.
- Drove a full production migration from Google Cloud to Azure in two weeks while feature delivery continued uninterrupted.
- Set engineering direction for AI-assisted development, integrating coding agents into the toolchain via ACP and MCP servers for Godot, Unity, Unreal, and ComfyUI asset generation.

Hi-Rez Studios / RallyHere Interactive

May 2016 to Dec 2025

Lead Software Engineer – RallyHere Interactive

Aug 2022 to Dec 2025

- Led engineering for a modern multi-tenant SaaS gaming platform used by 6 game studios.
- Architected and delivered OpenAPI-defined web services, Unreal Engine SDK plugins, and developer configuration tools.
- Migrated C++ backend from a custom client/server data protocol to Python FastAPI microservices deployed to Kubernetes for player inventory/settings, in-game catalog, and entitlement/real-money purchase processing across gaming platforms (Steam, Epic Store, Xbox Live, PlayStation Network, Nintendo Online, Twitch Drops).
- Modernized User Support Tool from .NET Framework WebForms to .NET Core MVC with Auth0 OAuth.
- Managed CI/CD using GitHub Actions (self-hosted ARC runners in Kubernetes), Helmfile/Helm, and ArgoCD GitOps.
- Monitored production services with Prometheus, Grafana/Loki, Datadog, Coralogix, and AlertManager. Managed on-call rotations using Jira Service Management.
- Provided engineering support to game studios integrating native SDKs and APIs.
- Led a team researching and building AI workflows for game development: onboarding developers to AI tools (Cursor, Codex, Claude Code) with MCP servers for game engines (Godot, Unity) and asset creation (image/3D-model generation using ComfyUI), and creating template projects with AI agent rules.

Senior/Advanced Software Engineer – Platform Team

Aug 2020 to Aug 2022

- Migrated monolith C++ backend application to Kafka-based microservices with Redis caching on AKS (Azure Kubernetes Service).
- Scale-tested to 500,000 users to ensure service reliability for the launch of 2 live-service games (Rogue Company and Divine Knockout).
- Implemented REST API for authenticating with external platforms Steam, Xbox, PSN, Nintendo, Twitch, and Amazon.
- Consolidated multiple .NET WebForms tools for game configuration management, pricing schedules, and viewing/managing runtime user data into a single User Support Tool.

Software Engineer – Platform Team – Game Systems

Aug 2017 to Aug 2020

- Full-stack Unreal Engine 3 UI with C++ backend, SQL, and Redis for 3 live-service games (Smite, Paladins, and Realm Royale).
- Account linking and merging across Steam/Xbox/PSN/Nintendo/Facebook/Google.

- Cross-platform friends/party system.
- Developed monetization features (e.g. Premium Subscriptions and Gifting) and gameplay systems (e.g. Cards Unbound).
- Ported ranking systems from Smite to Paladins.

Associate Software Engineer – Paladins

May 2016 to Aug 2017

- Unreal Engine 3 gameplay – champion kits/abilities (Sha Lin, Grover, Ying), achievements, game tips.
- Xbox One/PS4 certification – resolved UI and stability issues to pass certification.

University of Utah Lab for Experimental Economics and Finance

Dec 2014 to Aug 2015

Unity Developer

- Developed games for studying how people solve the Knapsack Problem and the disposition effect.
- Games tracked player data and reported back to a MySQL database backend via PHP.

Buena Vista University

Aug 2013 to May 2014

Academic Assistant for Dr. Nathan Backman – Storm Lake, Iowa

- Developed a web app for a security contest using JavaScript, HTML5, WebSockets (Ratchet), and PHP.
- Tutored students on computer science fundamentals, data structures, and C++.

2fix Help Desk

Jan 2012 to May 2014

Lead Student Technical Assistant – Storm Lake, Iowa

- Provided hardware/software support and managed student technicians.
- HP ExpertONE Accredited Platform Specialist.

Berkley Technology Services

May to Aug 2013

Intern, Team of 3 – Urbandale, Iowa

- Created web pages with JSP, JavaScript, and jQuery to match a new design.

Education

M.E.A.E. University of Utah — Entertainment Arts & Engineering — Engineer Track May 2016

B.S. Buena Vista University — Computer Science and Management Information Systems May 2014

A.A. Iowa Western Community College — General Studies May 2011

University Involvement

Dean's List • BVU CTF Security Contest • ICPC Programming Contest • ACM Computer Club Vice President •
Computer Science Senior of the Year • Humans vs. Zombies Game Manager/Moderator