

# STEPHEN KISER

Game Services Engineer



## CONTACT



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Began working in the Software Industry immediately upon graduation of High School and have continued ever since. During college, I founded a VR Gaming Studio (OnTheHill Studios) as a side venture, while simultaneously contracting as a Software Engineer at Amway (and was later converted to FTE). In early 2023, I began working on Marathon at Bungie as an external developer, heading the modernization efforts of their backend commerce services (Catalog, Entitlements, and Commercialization).

In my personal life I enjoy home renovations, local hosting servers, and weightlifting. Whether it be my personal or professional life, I love turning grand ideas into usable implementations.

### TECHNICAL

OpenVR Development  
Unity3D  
AWS, Docker  
Linux, Windows  
C, C#, C++, Java, Python  
YAML, JSON, Gradle, Bash  
Git, Perforce  
NBomber

### PERSONAL

Time Management  
Public Speaking  
Motivated  
Fast Learner  
Self-Teacher  
Self-Regulating  
Lean & Agile  
Leader

## EDUCATION

### BS - COMPUTER SCIENCE

Grand Valley State University

Minor in Mathematics w/ 2 Years Computer Engineering  
Founded OnTheHill Studios Sophomore Year

TECHINICAL GPA: 3.53

### ACADEMIC HONORS DIPLOMA

Northridge High School

4 Year Varsity Swimmer : Lacrosse Captain  
Completed 52 College Credits

WEIGHTED GPA: 3.89

## EXPERIENCE

### SENIOR SOFTWARE ENGINEER II

Bungie (2023 – Current)

Game Services (Entitlements, Commercialization, Catalog)

- Ledger Accounting for Game Entitlements (C#)
  - o Content Version, Platform, and Title Agnostic
  - o Support for Staged/Pending Transactions
- Dynamic Rules for Entitlement Expansion (1:N)
  - o One Platform Entitlement expanded to multiple Game Entitlements
- Platform "Consume Flow" & Clawbacks (Steam, Microsoft, Playstation)
  - o Virtual Currency consumption & Chargeback Event Processing

### FOUNDER & GAME DEVELOPER

OnTheHill Studios (2017 – 2023)

Cardinal System (VR Infrastructure)

- Unity NPM Package Based Infrastructure (C#)
- Physics-Based Interaction System
  - o Pre-Authored & Procedural Grabbing
  - o Hover Pose Assist
  - o Gesture Recognition
  - o Inverse Kinematics
- Automated CI/CD (GitHub Actions)
- User Profiles (AWS Cognito)

### SOFTWARE DEVELOPER & PUBLIC CLOUD

Amway (2018 – 2023)

Software Developer

- Designed & Built CI/CD Pipeline (Semantic Release, AWS)
- Designed & Built ChatOps Pipeline (Slack, AWS, Python)
- Developer in MicroService Architecture (SpringBoot Java)
- Designed "Zero-to-Hero" Onboarding (Confluence)

Social Experience Design

- Built AR mockups to depict potential game concepts (Unity 3D)

Gamification Consultant

- Consulted on use of gamifying educational onboarding tools

Public Cloud Engineer

- Adapted & Built Containerized Squid Proxy (Docker, AWS)