

Caleb Gray :: hey@calebgray.com :: (360) 389-3212

Seattle, WA

Spoken Languages: English (native), French (fluent)

Programming Languages: C/C++, C#, JS/TS / HTML5 / CSS3, Node.js, Golang, Java, PHP, win+nix shells

Any Platform + Technology + Responsive + Iterative + Design-Oriented Development:

Web / Mobile / Desktop / Server / Console / Embedded, Google Cloud / AWS / Azure, OpenGL / Vulkan / DirectX

Desktop/Server/Continuous Integration: IntelliJ / Visual Studio / Unity 3D / Unreal Engine / Gimp / Blender, Monit / Zabbix, MySQL / MongoDB / Redis / RabbitMQ / Splunk / Jira, TeamCity / Jenkins / Chef / Salt, Docker

Operating Systems: Gentoo/Ubuntu/CentOS Linux 6.x, macOS 14, Windows 11

Tripping Whale *Nov 2020 – Present* **Chief Engineering Officer** *Seattle, WA*

- Shipped Tripping Whale's debut game Duple Dragon, and made its website (<https://trippingwhale.com>).

Helpful Human *Sep 2023 – Mar 2024* **Senior Software Architect** *Seattle, WA*

- Modernized micro-services and rewrote systems written in many programming languages into TypeScript.

Curie Vision, Inc. *Sep 2022 – Sep 2023* **Head of Engineering** *Seattle, WA*

- Designed and deployed a new service architecture to expand Curie's AI/ML capabilities.
- Improved the process of creating 3D models from images by adding video processing, and reduced the number of required photos down from 48 to only 4.
- Managed all other engineers, including code reviews, pair programming, interviews, and project/task planning.
- Expanded the Curie App with many new frontend features powered by my new service architecture.

Launch Consulting Group *Mar 2017 – Dec 2022* **Software Architect** *Bellevue, WA*

- Aided many third party companies (Bowlero, Centene, Microsoft) in efforts to automate and modernize their new/existing projects, especially focused on following sustainable software engineering principles like separation of concerns, self-documenting code, continuous integration/deployment, and aiming for a minimum set of external dependencies.
- Meticulously handcrafted a pluggable/modular AI/ML engine to power future applications.
- Worked with a team to create an interactive and comprehensive Wayfinding experience in Unity 3D.
- Wrote a Linux plugin for Unity 3D to add touchscreen support for hardware that was unsupported.
- Built tools to simplify workflows across projects, including setting up automated Jenkins jobs.

Disney Interactive *Mar 2015 – Jul 2015* **Senior Engineer** *Bellevue, WA*

- Helped develop Marvel: Avengers Alliance 2 in Unity 3D. Worked on the Java backend, and the C# backend/frontend.
- Integrated Urban Airship to allow for simple and sophisticated push notifications to iOS and Android devices.

zulily, Inc. *Feb 2012 – Mar 2015* **Senior Software Engineer** *Seattle, WA*

- Created a REST data service layer capable of processing Mongo-like queries against distributed databases of varying types, including MariaDB, MongoDB, and Google BigQuery. Lastly extended its functionality to support expiration rules like TTL and dependency tracking.
- Led the development of the monitoring API's that power the reports and graphs on the Vendor Portal. This effort involved writing a standardized format for all data and then implementing that format in several programming languages to allow other teams to export their data in the most efficient way possible. This project entailed solving massive bottlenecking issues while showing vendors their sales data in real-time (and calculating projections based on sales heuristics).
- Implemented continuous integration using a combination of git, TeamCity, an in-house Maven repository, and a custom deployment service. With all of this in place, the team was better able to follow the "Separation of Concerns" principle. After its completion the team's productivity significantly improved.
- Used Chef and Salt for bootstrapping Linux VPS's early on, then developed a Linux From Scratch distribution for instantaneous deployments of new servers and services.

Disney Interactive *Jul 2011 – Feb 2012* **Lead Developer** *Redmond, WA*

- Worked on a small but passionate team of developers; we designed systems from the ground up in order to accommodate for the larger problems we were responsible for solving.
- I was paired up with two other developers (one on my team, and another remotely) and we developed a replacement translation system. It featured interfaces for communicating with internal and external databases, source control repositories, code linters, and a CLI (among other features).
- Began creating a Drupal-based multisite in order to streamline all of Disney's web development needs.

Accretive Technology Group *Jun 2010 – Jul 2011* **Senior Engineer** *Seattle, WA*

- Modernized a legacy codebase from PHP4 to PHP5, writing abstract classes as we went for portability.
- Gathered statistics on hundreds of thousands of users and put together spreadsheets, charts, and graphs making the company's future goals clearer.
- Expanded proprietary tracking systems to communicate with the MySQL database so that tracking was more complete through every area of the site (e.g. from payment processor callback functions).

Bitstudio Games *Oct 2006 – Jun 2010* **Co-Founder and Lead Programmer** *Lynden, WA*

- Developed a virtual world, featuring 5 different environments, with at least 30 games each. As well as creating countless in-world activities, including a customizable avatar, in-game purchases, and designed, developed, and maintained the servers to handle thousands of concurrent players per second.
- Led the development of Bitstudio's top-selling games: My Animal Family, Lovablez, Fishbones, and Ancient Mysteries: The Search for Dr. Bernard T. Brushfeather.

AllAboutWebServices.com, Inc *Jun 2005 – Oct 2006* **Lead Programmer** *Lynden, WA*

- Saved primary server from a hacker attack which formatted the server's hard drive, but my proficiency in Linux allowed me to recover lost files, and bring the server back online within 24 hours. Designed a new firewall that completely prevented future hacker attacks on the server.
- Created telephone hopping software that worked with any of the modems in the server.
- Developed over 30 complete sites, most featuring modern HTML, CSS, and JS features (like "Ajax").