

Caleb Gray

hey@calebgray.com

(360) 389-3212

Seattle, WA



Languages: English (native), French (proficient)

Programming: C/C++20, C#, JS/TS / CSS3 / HTML5, Node.js/Deno, Golang, Java, PHP, win+nix shells

Any Platform + Technology + Responsive + Iterative + Design-Oriented Development: AI / ML / LLM / Vector DB's, Web / Mobile / Desktop / Server / Console / Embedded, AWS / Azure / Google Cloud, OpenGL / Vulkan / DirectX

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

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

TRIPPING WHALE

CHIEF ENGINEERING OFFICER

Nov 2020 – Present

Seattle, WA

- Shipped Tripping Whale's debut game Duple Dragon (available now on Android and iOS!), and built its website (<https://trippingwhale.com>).

HELPFUL HUMAN

SENIOR SOFTWARE ARCHITECT

Sep 2023 – Mar 2024

Seattle, WA

- Modernized micro-services and ported codebase to TypeScript.

CURIE VISION

HEAD OF ENGINEERING

Sep 2022 – Sep 2023

Seattle, WA

- Designed and deployed a new service architecture to expand Curie's AI/ML capabilities.
- Expanded the Curie App with many frontend features powered by my new service architecture.
- Improved the process of creating 3D models from images by adding video processing.
- Managed engineering teams, including code reviews, pair programming, interviews, and project/task planning.

LAUNCH CONSULTING GROUP

SOFTWARE ARCHITECT

Mar 2017 – Dec 2022

Bellevue, WA

- Aided many third party companies (Bowlero, Centene, Microsoft) in efforts to automate and modernize their projects, especially focused on following sustainable software principles like separation of concerns, self-documenting code, CI/CD, and aiming for a minimum set of external dependencies.
- Worked with a team to create an interactive and comprehensive Wayfinding experience in Unity 3D. Also wrote a x64 Linux plugin for Unity to add touchscreen support for unsupported hardware.

DISNEY INTERACTIVE

SENIOR ENGINEER

Mar 2015 – Jul 2015

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

SENIOR SOFTWARE ENGINEER

Feb 2012 – Mar 2015

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. Also extended its functionality with configurable caching.
- Led the development of the monitoring API's that power the reports and graphs on the Vendor Portal. Standardized a format for all data, then implemented that format in several programming languages allowing other teams to seamlessly communicate their data. This project entailed solving massive bottlenecking issues while showing vendors their (projected) sales data in real-time.
- Implemented TeamCity for CI and set up a CD service.

DISNEY INTERACTIVE

LEAD DEVELOPER

Jul 2011 – Feb 2012

Redmond, WA

- Designed systems from the ground up in order to accommodate for the larger problems my team was responsible for solving.
- Developed a replacement translation system. It featured interfaces for communicating with internal and external databases, source control repositories, code linters, and a CLI.
- Began creating a Drupal-based multisite in order to streamline all of Disney's web development needs.

ACCRETIVE TECHNOLOGY GROUP

SENIOR ENGINEER

Jun 2010 – Jul 2011

Seattle, WA

- Modernized a legacy codebase from PHP4 to PHP5, writing abstract classes as we went for portability.
- Put together data visualizations of user statistics making the company's future goals clearer.
- Expanded proprietary data tracking systems to communicate with the MySQL database so that tracking was more complete through every area of the site (e.g. payment processor callbacks).

BITSTUDIO GAMES

CO-FOUNDER

Oct 2006 – Jun 2010

Lynden, WA

- Developed a virtual world, featuring 5 biomes, with at least 30 mini-games each and created countless in-world activities, including a customizable avatar, in-game purchases.
- 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

LEAD PROGRAMMER

Jun 2005 – Oct 2006

Lynden, WA

- Recovered servers from a catastrophic hacker attack. My proficiency in Linux allowed me to recover lost files, and bring servers back online within 24 hours. Designed a firewall that continues to prevent future attacks.
- Created telephone hopping software that worked with any of the modems in the server.
- Developed over 30 complete WordPress and Joomla sites.