

James Hachtel

Tucson, AZ | (469) 724-3241 | jhachtel54@gmail.com | [linkedin.com/in/james-hachtel-a7682555](https://www.linkedin.com/in/james-hachtel-a7682555)

SKILLS

- C#
- C++
- Java
- JavaScript
- Bash
- Node.js
- RESTful APIs
- OAuth2.0
- HTML5
- CSS3
- Git
- Agile
- ProxMox
- SQL | NoSQL
- AWS

EXPERIENCE

Game Developer | DevOps Engineer

October 2020 – February 2025

Poppy Works – Remote

- Created a MERN full-stack web application to streamline internal project management.
- Collaborated with customer's engineers to integrate with their OAuth2.0 framework.
- Automated server backups to AWS Glacier with Bash scripting.
- Built and managed GitLab and Nextcloud containers with the ProxMox Virtual Environment.
- Utilized Bootstrap and Apache Cordova to build a web-based game for mobile platforms.
- Documented multiple wiki manuals ranging from how to use Git to standing up our services.
- Engineered a Java tool for converting a Localization spreadsheet into a Unity asset.
- Developed games to consoles, PC, and Google Stadia, in Unity and Unreal Engine.
- Implemented creative solutions for UI related bugs when localizing customers' games.
- Established QA procedures for all company projects with the QA Lead.
- Communicated directly with customers for upgrades, milestones, and feedback.
- Assessed potential projects alongside the CTO to give time estimates to customers.
- Mentored and delegated tasks to a junior developer and reviewed their code with them.

Software Engineer II

June 2016 – November 2020

Raytheon – Richardson, TX | McKinney, TX

- Optimized SQL queries and reduced resource usage by 99%.
- Improved the quality of life of jQuery widgets by adding UI elements such as loading bars.
- Wrote a weather plugin for X-Plane communicating with a JavaFX client over UDP.
- Built Docker files to be deployed as a container on Kubernetes that served several partners.

Software Engineer

October 2012 – September 2015

Intelligence, Communications, and Engineering Inc – Sierra Vista, AZ

- Engineered a suite of Spring Boot web applications for use by military intelligence analysts.
- Created an Apache Ant and Velocity code generation project to construct a Java Bean library.
- Managed a Jenkins CI server that decreased build times from 25-30 minutes to 2-5 minutes.
- Acted as a temporary System Administrator and passed an IA accreditation.

EDUCATION

Bachelor of Computer Science in Game Development (B.S.)

October 2012

Full Sail University – Winter Park, FL

- Achieved Course Director's Awards in Programming III, and Game Planning and Architecture.
- Elected and performed as Team Lead for Final Project.

AWARDS AND CERTIFICATIONS

- TS/SCI security clearance held since 2012 (debriefed in November 2020).
- Credited for DevOps contributions to the award-winning release, "Slave Zero X".
 - 2023 BIC Awards General Division: Excellence in Action.
 - Video Chums Action Game of the Month Feb 2024.
 - Featured at EVO 2022.
- "Steam Deck Verified" certification for "Mon-Yu".