ETHAN HAMMAR

SOFTWARE ENGINEER | BACKEND, REALTIME & CLOUD SYSTEMS

California | Remote Preferred | ethanhammar22@gmail.com | linkedin.com/in/ethan-hammar-932925168/

PROFESSIONAL SUMMARY

Software engineer with 3+ years of professional experience and 5+ years building software independently. Experience spans C#/.NET application engineering, SQL/data systems, AWS deployment automation, and server-authoritative realtime architecture. Targeting Software Engineer II and Backend Engineer roles.

TECHNICAL SKILLS

Languages & Backend: C#, .NET, Java, Python, TypeScript, REST APIs, SQL, PostgreSQL, SQL Server, T-SQL

Systems: Realtime systems, server authority, persistence, authentication/session flows, data-driven services

Cloud & Delivery: AWS EC2, Docker, CI/CD, GitHub Actions, deployment automation, health checks, Cloudflare

Additional: Nakama, Power BI, SSRS, SSMS, Unity

EXPERIENCE

Hammar Games | **Founder & Lead Software Engineer** | *2025-Present*

- Architected and developed backend and realtime systems for Predator's Lament across C#/Unity dedicated servers, Nakama/TypeScript services, PostgreSQL persistence, and containerized cloud infrastructure.
- Built server-authoritative systems for character persistence, inventory, economy, sessions, progression, combat state, and realtime synchronization with explicit client/server trust boundaries.
- Created production deployment workflows that build backend modules, package and upload artifacts, deploy to AWS EC2, run local/external health checks, and containerize dedicated-server releases for Edgegap.
- Implemented internal admin and operations tooling for player support, content workflows, system visibility, and live operations.

Hitachi Energy | **Software Application Engineer** | *2023-2025*

- Developed and supported production internal applications used by engineering and marketing teams while maintaining legacy systems and driving new application development.
- Delivered Power BI/SSRS reporting and automated SAP-connected data-processing workflows.
- Reduced Mechanical Engineering workload by approximately 700 hours per month through Excel/VBA automation.

3D Printing E-Commerce | **Founder & Software Engineer** | *2019-2022*

- Built and operated an e-commerce business, owning the software lifecycle and 3D-printing production workflows.

EDUCATION

Western Governors University | B.S. Software Development | 2024

Riverside City College | A.S. Computer Science & Mathematics | 2021

PROJECTS

Computer Vision Game Automation | Python | Computer Vision | Reinforcement Learning

- Built a Windows-integrated gameplay automation prototype using computer vision and reinforcement-learning techniques.