

Seth Climenhaga

Waterloo, ON | sethclim@gmail.com | +1 705-571-1633 | [linkedin.com/in/sethclim](https://www.linkedin.com/in/sethclim) | github.com/sethclim

Experience

Algorithm / Backend Developer, SpeakSynk Technology - Toronto ON, Canada 05/2023 – Present

- Designed and deployed an AI-powered distributed video translation and dubbing pipeline
- Built scalable AWS backend supporting concurrent users with Kafka, Step Functions, SageMaker, and Docker
- Developed new algorithms in python leveraging AI (Wav2Lip, Tencent GFPGAN, Meta Segment Anything), computer vision (OpenCV, Adrian Bulat's FaceAlignment, Google MediaPipe), and audio libraries (Pydub, Rubberband) to enhance the realism and accuracy of the generation pipeline
- Wrote Node endpoints with Jest tests to ensure robustness and built kafka consumers in Nest with Typescript

Unity Developer, Arbelos Interactive - Hamilton ON, Canada 04/2024 – Present

- Implemented server-authoritative networking using Unity Netcode, enhancing game sync and stability
- Refactored game architecture for better separation of concerns (SoC), reducing bugs and improving maintainability through state machines
- Led migration of a web game from Photon/PlayFab/Fusion to Hathora with FishNet, cutting operational costs
- Developing a TypeScript SDK with PuerTS for dynamic runtime game scripting and content loading

Unity VR Developer Intern, Life Sciences Talent Accelerator - Toronto ON, Canada 05/2022 – 04/2023

- Conducted research and consulted with a domain expert to create an accurate and realistic simulator
- Developed a VR factory in Unity using XR Interaction Toolkit/OpenXR for system and machinery interaction
- Built reusable systems for gameplay, interaction mechanics, audio/haptics, and tutorials, enhancing scalability
- Engaged stakeholders through presentations, ensuring project alignment with advisory board goals

Unity Developer Intern, The Commons XR - Remote, USA 04/2022 – 11/2022

- Developed a unified data capture system in Unity, improving efficiency, reliability, and external integrations
- Integrated a NoSQL Azure database alongside SQL infrastructure, enabling scalable blob data storage
- Enhanced system stability by resolving critical bugs and replacing legacy code with maintainable solutions
- Bridged Unity and data teams by attending cross-team meetings, ensuring collaboration and project alignment

Full Stack Freelancer, SampleHouse & Playerverse - Remote, USA 06/2021 – 01/2022

- Redesigned and updated a React-based e-commerce frontend, modernizing the UI/UX, including implementing new features to improve customer engagement and usability
- Developed a custom waveform playback component with audio streamed from server
- Extended the capabilities of a boilerplate React PWA e-commerce platform
- Integrated a payment system on both the front and back end with a payment processor (checkout page, payment endpoint, webhooks, etc.)

Selected Project

SousChef Cooking Platform github.com/Souschef-App

TypeScript, .Net, Python, React Native, GRCP, Docker, Instructor

- Engineered a microservice backend - .Net API for data/actions and a GO socket server for real-time session data
- Implemented an AI python service using Instructor on top of GPT to break down recipes into actionable tasks
- Utilized GRCP and Protobufs for fast inter-service communication and Docker for containerized deployment
- Resulted in a scalable cooking platform facilitating collaborative group cooking sessions

Skills

Languages: Typescript, Python, C#, C++, GO

Databases: SQL, Postgres, Mongo, Snowflake

General: OOP, SOLID, APIs, Git, Docker, CI/CD, LaTeX

Technologies: Node, Kafka, PyTorch, S3, Sagemaker

Education

Sheridan College, Honours Bachelor Computer Science 3.84/4.0

Dec 2019 – Dec 2023

Wilfrid Laurier University, Honours Bachelor Piano and Composition 3.80/4.0

Sept 2014 – May 2018