# DYLAN HUNT

## Principal Backend Engineer / Technical Director

US-UK dual Citizen in Taipei | US B2B Contractor (no visa issues)

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## SUMMARY

Principal Backend Engineer with 10 years of experience in C#, .NET, APIs, OAuth2, payments, integrations, and distributed client-server systems with over 20 years of combined generalist engineering. Built and scaled real-time backends to 500k users and engineered authoritative flows across fintech-adjacent, SaaS, and multiplayer products.

Created, shipped and sold a multiplayer PvP title featured by PC Gamer, demonstrating full end-to-end delivery capability across backend, client-server architecture, and integrations. Seeking senior or principal backend roles focused on reliability, distributed systems, integrations, and modern AI-assisted engineering workflows.

## SKILLS

- **Backend:** C#, .NET, REST APIs, WebSocket, OAuth2, Identity, Payments, Integrations
- **Systems:** Distributed Systems, Real-Time Client Server, Microservices
- **Platforms:** Xsolla, AccelByte, PlayFab, BrainCloud, SpacetimeDB, FishNet
- **Databases:** MongoDB, PostgreSQL, MySQL, Redis
- **Tools:** Node.js, Bun, Docker, Python, Git, CI/CD, AI-Assisted Engineering (Agentic Flows)
- **Domain:** Identity and access, payments, matchmaking, entitlements, sessions, data modeling, live ops

## EXPERIENCE

### Xsolla - Lead Backend Engineer (Contract, Remote • US B2B)

2024 to Present
- Architected and implemented backend systems for an unannounced Unity PvP project with Big Huge Games.
- Delivered C# client-server logic: WebSocket/REST, distributed services, identity flows, and in-app payments.
- Built and integrated API services with real-time backend features, supporting large-scale production systems.

### Imperium42 LLC - CEO and Principal Backend Engineer (Remote • US B2B)

2016 to Present
- Lead backend engineer for identity, OAuth2, entitlements, payments, and distributed client-server systems.
- Built production-grade C# and .NET backends for multiple high-scale, real-time systems and platforms.
- Delivered backend API/SDK solutions and integrations for Xsolla, AccelByte, Exis, Hathora, Edgegap, & more.
- Implemented cloud API orchestration, developer tooling, deployment automation, and live-service interfaces.

### Throne of Lies (Under Imperium42) - Founder and Lead Backend Engineer

2016 to 2022

- Created and shipped a 16-player real-time multiplayer PvP title backed by distributed systems.
- Scaled backend services to ~1000 CCU and ~500k lifetime players.
- Built identity, login/session, localization, matchmaking, progression, moderation, and entitlement systems.
- Integrated in-app payments, store, inventory, and cross-platform (PC, Mac, Linux) entitlement flows.
- Managed US B2B operations, engineering hiring, game publishing, technical direction, LiveOps.
- Featured by PC Gamer and later acquired (2020); continued backend development post-acquisition for 18mo.
- **Project Breakdown:** https://i42.games/tol-breakdown

## Smartlaunch Systems - Full Stack Developer (Contract, Remote)

2014 to 2016
- Hackathon MVP for Windows-based WiFi captive portal SaaS prototype with pfSense-based network control.
- Developed a Chromium-based desktop shell with custom backend API tooling for LAN center software.
- Delivered full-stack features across authentication, network control, and Windows service orchestration.

## Gamers Edge LLC - Owner and Operator

2007 to 2009
- Owned and operated South Carolina's first LAN center on custom server software and infrastructure.
- Expanded operations by franchising a second location in Washington in 2008.
- Completed a successful exit by selling the stores and IP to Voltage Games LLC in 2009.

## EDUCATION

- **Degree:** Associate of Science in Information Technology - University of Hawaii at Kapiolani
  - Honors (3.6 GPA), Programming and Database Certificates, Phi Theta Kappa officer
- **Certificates:** Microsoft MTA, Microsoft MCP, CompTIA A+
- **Training:** Unity Multiplayer Program - Gjun PC School (taught in Mandarin)