Henry Kiem
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Work Experience

Solutions Architect | AWS for Games | Seattle, WA | 3 years
- Lead developer of the [Cloud Game Development Toolkit](#), an open-source repository for deploying Unreal Engine Horde, Cloud DDC, and Perforce on AWS.
- Co-developed an MCP server for connecting coding agents to P4 servers alongside Perforce. Lead alignment on cloud strategy with Perforce's C-suite.
- Consulted with major game studios including EA, Warner Brothers, and Riot Games.
- Presented on games DevOps patterns at [UnrealFest 2024](#) and re:Invent in 2024/25.

Software Development Engineer | Amazon Luna | Bellevue, WA | 1 year
- Designed and developed an administrative portal for the commerce teams allowing backend engineers to manage in-game purchases, entitlements, game session authorizations and customer permissions. Still in use today.
- Designed an automated regression testing service (RATS) leveraging AWS Step Functions to parallelize behavioral tests across commerce microservices.
- Built GDPR compliance integration services for Amazon Luna.
- Interned with the team twice pre-launch before returning full time as a SDE in 2022.

Software Development Intern | Moovila | Charleston, SC | 6 months
- Worked with an agile development team on an enterprise project management platform. Built mobile application features in Angular.
- Responsible for market analysis of telematics vendors for corporate construction partners.

Researcher | Columbia Neural Acoustic Processing Lab | New York, NY | 6 months
- Utilizing Python word2vec packages and MATLAB linear regression to map collected EEG data to time-aligned vector representations of an audio stimulus. Analyzing the importance of contextualization in language processing.

Education

Computer Engineering, Philosophy | Columbia University | New York, NY
- Relevant Coursework: Operating Systems, Computer Architecture, Networks, Advanced Programming in C, Machine Learning, Natural Language Processing, Data Structures
- 3.6 GPA. Columbia University School of Engineering and Applied Sciences Dean's List.

Skills

- Infrastructure: Terraform, Packer, AWS, Ansible
- Orchestration: Docker, Kubernetes, Serverless
- Languages: TypeScript, Java, C++, C#, Python, Go
- Web Frameworks: NextJS, NestJS, Express, GraphQL, Django, Hono