Walt Parkman

Senior Software Engineer | Production Software Built with AI Coding Agents | Remote or Reno Area

Fernley, Nevada | (619) 621-9555 | wparkman@protonmail.com

leonardsibelius.com | github.com/LeonardSibelius

SUMMARY

Senior software engineer who directs AI coding agents to build production software, and proves it works with automated tests before it ships. In 2026, used AI coding agents (currently Claude Opus 5.5 in Claude Code) to build and ship Leonard Sibelius: a 107,000-line Unreal Engine 5.7 game released on Steam in November 2026, with live AI-chat characters built and awaiting Valve's review, every release gated by its own test suite. Backed by three decades of enterprise Java and SQL across defense, government, and regulated casino gaming. Seeking remote or Reno-area work with a team that wants AI-assisted development done with discipline.

FEATURED CASE STUDY

Leonard Sibelius: The Engineer Who Built Himself | May – November 2026

Independent developer | Unreal Engine 5.7, C++, Node.js | Released free on Steam, November 2026; now v2.5.5

store.steampowered.com/app/5249380 | github.com/LeonardSibelius/sibelius-game

- Shipped it on Steam: passed Valve's store-page and build reviews and released it free on November 11, 2026. Filed the AI-content disclosure and kept the live-chat amendment in a separate review, releasing a chat-off build through a scripted SteamPipe upload that refuses any package the build pipeline has not stamped chat-off.
- Directed AI coding agents to write about 107,000 lines of C++ across 809 commits in under six months: a first-person narrative game with save and reload, pathfinding AI enemies, "merge or discard" branch states, and more than a dozen playable side games, from pinball, chess, and Go to kart racing.
- Built the live AI chat behind five characters: a Node.js service on Fly.io that holds the Gemini API key, enforces daily and monthly spending caps, screens for distress, and keeps copyrighted text out of replies. New behavior ships behind client feature switches, so the build under Steam review never changes, and each change is checked by scripted evaluations against the live model.
- Kept game logic testable outside the engine: pinball, billiards, bowling, and kart-racing physics and a chess engine with a move coach (100 tests, checked against standard perft move counts) run standalone in about a second; slot-machine math is validated by a million-spin par-sheet test.
- Used randomized play to find what scripted tests missed: 400 random pinball games exposed a ball trap that 10 scripted games had passed, and 60 random kart races prove that every race ends.
- Gated every release on headless smoke tests that load the real levels, plus a packaging script that fails the build if any of its 102 checks on the cooked game fails; updates reach Steam players as small patches.
- Drove the Unreal editor from scripts: retargeted 45 motion-capture animations onto MetaHuman characters, and re-seated a car-driving animation in a go-kart with a per-frame two-bone IK bake measured from the kart's exported geometry.

CORE SKILLS

AI-assisted development: Claude Opus 5.5 in Claude Code, Claude Cowork; test-gated agent workflows, headless smoke tests, randomized testing, LLM evaluations | Java, SQL, C#, C++, Python, TypeScript, JavaScript, Node.js | JDBC, J2EE, Apache Camel, REST APIs, Google Gemini API | PostgreSQL, Sybase ASE, Oracle, IBM DB2 | Git, Maven, Docker, Fly.io, PowerShell, JUnit, pytest | Unreal Engine 5.7, MetaHuman, Steamworks (SteamPipe), Blender, NumPy

PROFESSIONAL EXPERIENCE

Software Engineer | SAIC and DMI

May 2022 – May 2026 | Remote from Fernley, Nevada

- Built data extraction software moving Army ARISS data into the AIE Recruiting System on the SOOP contract.

• Maintained Army Recruiting Support Branch online forms using Adobe Designer, a Java back end, and Sybase, including electronic recruit-signature workflows.

Software Engineer III | Scientific Games

May 2007 – December 2017 | Reno, Nevada

• Enhanced and maintained the Java Data Warehouse archiving and reporting module of the SDS Casino Slot Floor Management system using IBM DB2.

• Supported regulatory reporting for jurisdictions including Nevada, Canada, Macau, the UK, and Slovenia; handled development, builds, deployment, and maintenance.

Senior Software Developer | SAIC and Northrop Grumman

October 2005 – May 2007 | San Diego, California

• Developed and supported San Diego County's Probation Case Management System, a Java application used by 1,400 probation officers and staff.

• Worked directly with users on incidents and enhancements and handled production deployments across J2EE, JSP, JavaScript, EJB, WebLogic, Solaris, and Oracle.

Software Engineer | Northrop Grumman

February 2002 – October 2005 | San Diego, California

• Developed and supported Navy EFH Family Housing Java applications and Oracle databases serving housing operations across 82 Navy bases worldwide.

EARLIER EXPERIENCE

Peregrine Systems (2000–2001): Server-side JavaScript development. Alliance Consulting / IBM Global Services / Motorola (1999–2000): Java servlets for product catalog and partner collaboration systems on WebSphere, Solaris, and DB2. Seagate Technology (1999): Java web application research and infrastructure for Sales and Marketing.

CDI Global Staffing / IBM (1997–1999): Maintained the server-management layer of a distributed Java framework using RMI, AS400, and DB2. SAIC (1992–1996): Financial Systems Analyst developing planning and budgeting software for the military Composite Health Care System on Oracle and DEC VAX; received a Special Performance Award.

EDUCATION

Associate of Science, Computer Science | Coleman College, San Diego, California

ADDITIONAL BACKGROUND

Previously held Secret clearance and CompTIA Security+ certification during Army contract work. Current status to be confirmed when required.