

Walt Parkman

Unreal Engine Developer · AI-Driven Systems Builder
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leonardsibelius.com | [Outlast newsletter](#)

Mission

I aim each new generation of AI at Unreal Engine's procedural tools and push until it can do the hard part — not just place objects, but compose them into a scene that means something. I build with autonomous AI agents — Claude Code, Cowork, and Cursor — bringing three decades of engineering judgment to steer them toward the right answer in domains where AI alone would build the wrong thing.

Recent Projects (2026)

Leonard Sibelius: The Engineer Who Built Himself — narrative video game, SHIPPED June 2026

Free download: leonardsibelius.itch.io/leonard-sibelius · github.com/LeonardSibelius/sibelius-game

A first-person narrative game in which a veteran engineer merges with his AI tools to dismantle the opaque systems that refuse without diagnostics — across a seven-power progression. **v0.1 published on itch.io, June 2026 (Windows, free)**: an AI manifests in the player's drab home office and grants the powers in an AI-generated god-voice; six playable chapters climb to a golden cathedral whose altar holds a working slot machine — the Celestial Fortune web game (TypeScript/PixiJS, 95.4% RTP verified over one million simulated spins) embedded in-engine via Chromium. Nine headless smoke-test commandlet gates keep every chapter verified green; the packaged Win64 build shipped through a predicted-bug ledger discipline (19 numbered hazards, 18 closed). Built end-to-end by the three-part-entity workflow — Claude Cowork planning and writing code, Claude Code compiling and committing in PowerShell, under direct review. Unreal Engine 5.7 / C++ / TypeScript / Git + Git LFS / PowerShell.

scan-ingest — RMF continuous-monitoring pipeline (C# and Postgres), August 2026

github.com/LeonardSibelius/scan-ingest

A pipeline that ingests vulnerability-scanner findings and a compliance-control assessment, then reports where the two disagree — the core function of federal RMF continuous-monitoring tooling. Six weekly Nessus-style scans land as raw jsonb and normalize into a month-partitioned fact table; each scan reconciles a POA&M register that opens, closes, and reopens commitments carrying an owner, a deadline, and a rough-order-of-magnitude effort estimate; and a correlation engine compares the scanner against a synthetic eMASS control export to surface five verdicts — including the one that matters, a control marked compliant that live scan evidence contradicts. Idempotent by deterministic key rather than conflict clause; all report SQL held in one runnable file, not string literals; thirteen xUnit tests; built C#-first with Claude Code. C# / .NET 8 / PostgreSQL 17 (jsonb, GIN, range partitioning) / Npgsql / Dapper / xUnit / Git.

Professional Experience

Software Engineer — SAIC and DMI

May 2022 – May 2026 · Remote from Fernley, NV

Built data extraction system gathering data from the Army ARISS system for loading into the AIE Recruiting System on the SOOP contract. Maintained Army Recruiting Support Branch online form systems built with Adobe Designer posting to Sybase via a Java back end, including online recruit-signature workflows. Held Secret clearance and CompTIA Security+ certification.

Software Engineer III — Scientific Games

May 2007 – December 2017 · Reno, NV

Enhanced and maintained the Java Data Warehouse archiving and reporting module of the SDS Casino Slot Floor Management system, deployed in roughly 60% of the largest casinos worldwide and used to satisfy regulatory reporting requirements for the Nevada Gaming Control Board, Canada, Macau, UK, Slovenia, and other jurisdictions. Owned the full DevOps cycle. Database: IBM DB2.

Senior Software Developer — SAIC and Northrop Grumman

October 2005 – May 2007 · San Diego, CA

Owned the full DevOps cycle for the Probation Case Management System for the County of San Diego — a Java web application used by 1,400 probation officers and staff across the complete probation lifecycle. Legacy J2EE /

JSP / JavaScript / EJB 2.0 stack on Weblogic / Solaris / Oracle. Worked directly with probation officers on incident resolution, enhancements, builds, and production deploys.

Software Engineer — Northrop Grumman

February 2002 – October 2005 · San Diego, CA

Full DevOps cycle on the Navy EFH Family Housing system — Java web applications managing occupancy, inventory, Bachelor Quarters, and third-party off-base housing across 82 Navy bases worldwide. Oracle databases.

Earlier Career — Java & Enterprise Engineering

March 1992 – October 2001 · San Diego / Tempe / Bloomington / Rochester

Peregrine Systems (2000–2001): Server-side JavaScript modules embedded in HP's Business Technology Optimization product line. Alliance Consulting → IBM Global Services / Motorola (1999–2000): Java servlets for Motorola's custom-chips Product Catalog and Partners collaboration system; WebSphere on Solaris; IBM DB2. Seagate Technology (1999): Java web application research and infrastructure code for Sales and Marketing on Solaris. CDI Global Staffing → IBM (1997–1999): Maintained the server-management layer of a distributed programming framework that served as the prototype for EJB 1.0; Java RMI, AS400, IBM DB2. SAIC (1992–1996): Financial Systems Analyst writing planning and budgeting software for the \$1.2 billion military Composite Health Care System on Oracle 7.1 / DEC VAX; received SAIC Special Performance Award.

Skills & Tools

AI & Agentic Tools. Claude Code, Cursor, Blitz, Anthropic Managed Agents, Model Context Protocol (MCP), multi-agent orchestration, agentic workflows, prompt engineering

Languages. Java (Java 8 through 21), Python (3.10–3.12), C++, TypeScript, JavaScript / Node.js, SQL, Bash, HTML, CSS

Game & 3D. Unreal Engine 5.7 (C++ and Blueprint), PCG (Procedural Content Generation framework) — shipped & packaged a Win64 title to itch.io; runtime procedural level generation; custom editor commandlets, headless smoke-testing, cook/stage pipeline, Chromium (CEF) embedding, Git LFS for binary assets

Databases. Sybase ASE, Postgres (12–16), Oracle, IBM DB2, Microsoft SQL Server, SQLite (with WAL mode)

Frameworks & Protocols. Apache Camel 4 (camel-main, camel-sql, camel-kafka, camel-jackson), HikariCP, Apache Kafka / Redpanda, J2EE / EJB, JDBC (jConnect, jTDS), Java RMI, FastAPI, Flask, HTMX, Tailwind CSS, REST APIs, JSON, SFTP / SSH, Apache MINA SSHD, Bouncy Castle

Build, Test & DevOps. Maven (and Maven wrapper), Git, GitHub, GitHub Actions, GitHub Pages, conventional commits, JUnit, pytest, smoke-test discipline, predict-bugs-first preflight, test-driven development, pair-programming with AI

Platforms & Deploy. Solaris, Weblogic, WebSphere, AS400, Render, Docker / docker-compose, unicorn, Linux, Windows Server

Government & Compliance. Secret clearance (verify status), CompTIA Security+, defense contracting, regulated-industry development (gaming, government, healthcare)

Public Work. Outwork, Outlast, and Outwit newsletters (thirty-five published issues across longevity intelligence, AI agent stacks, and federal fraud-ring analysis); osteosarc.com diagnostic reproducibility advocate

Education

Associate of Science (A.S.) in Computer Science — Coleman College, San Diego, CA. Plus CompTIA Security+ certification.