COREY KING

Senior Software Engineer | C#, Systems Design and AI
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SUMMARY

Software engineer with 7+ years building and shipping production C# systems used by real customers, promoted from SE2 to Senior in under two years. Takes end-to-end ownership, starting with a deep understanding of the customer and business problem, then applying analytical problem solving to research tradeoffs, implement maintainable, scalable solutions, and ship them with a focus on reliability. Brings hands-on LLM and AI development with the Claude API, MCP, and prompt engineering, plus a track record of leadership, mentoring, collaboration, and clear communication across technical and non-technical teams. Unity 2024 Industry Award winner.

EXPERIENCE

Mass Virtual — Orlando, FL
Senior Software Engineer (Technical Lead) — Jan 2025 - Jun 2026
Software Engineer III — Feb 2024 - Jan 2025
Software Engineer II — Mar 2023 - Feb 2024

- Engineer on Virtual Hangar, a Unity 2024 Industry Award-winning training platform used in production by USAF and commercial customers, who report $7M+ in annual savings and 55% shorter class hours.

Systems and Architecture

- Architected a new real-time multi-user session system in C# with local updates and network sync, partnering with product and design to carry the platform through two generational overhauls across 7 device types.
- Built the client side of an encrypted data pipeline between the application and backend services; researched and discussed tradeoffs with the web team in architecture reviews on data ownership and live versus planned capabilities.
- Owned a JSON-driven import pipeline that cut weeks of manual designer setup to a 30-second automated import.
- Improved reliability and performance as one of a few engineers who understood the full system: used profilers to diagnose bottlenecks, handled production incidents, and shipped hotfixes after release.

Customer and Business Impact

- Built an automated Power BI reporting platform in one month using AI-enabled workflows, starting from what the COO and PMO needed to decide, replacing manual spreadsheet reporting with live dashboards, plus a data quality dashboard monitoring for missing source data.
- Represented engineering in customer meetings with USAF, Army, and commercial stakeholders alongside program managers, sharpening requirements into scope and technical direction.

Leadership

- Mentored 4 engineers and supported their growth with direct feedback in code reviews; drove execution of biweekly releases through CI/CD; interviewed 9+ candidates, including for the team manager role.

Vertex Solutions (subcontractor, AFSOC) Hurlburt Field, FL
Software Specialist / Programmer Jan 2020 - Mar 2023

- Built Unity VR training simulations in C# for USAF special operations programs.
- Designed databases and Power Apps information systems giving nontechnical users self-service access to data and reporting.
- Defined requirements directly with USAF stakeholders and cross-company teams.

Additional: Co-Owner, Click and Slay Studios (2021 - 2026): shipped a game on Steam · QA Tester, Deep Silver Volition (2019 - 2020): structured QA testing on AAA titles

SKILLS

Languages:	C# (Expert), C++, SQL, Python, JavaScript, PowerShell
Engineering:	Systems design, SOLID principles, object-oriented design, systems architecture, real-time client-server networking, REST APIs, gRPC, encryption, performance profiling
AI:	LLM integration, Claude API, Claude Code (CLI), MCP tool integrations, prompt engineering, ChatGPT, GitHub Copilot
Delivery:	Git, CI/CD (Jenkins, TeamCity), code review, incident response, Agile / Scrum, Jira
Data:	MongoDB, PostgreSQL, Power BI (DAX, Power Query)

CERTIFICATIONS

Anthropic Claude Academy 2026
Claude Code in Action, Claude Platform 101, Claude Code 101, AI Capabilities and Limitations

AWARDS

Unity 2024 Industry Award, Best Training Application | Virtual Hangar, Mass Virtual 2024

EDUCATION

Columbia College Chicago Chicago, IL
Bachelor of Arts in Game Development 2019