Peter Metzger

Full-Stack and Game Developer

Software engineering. AI orchestration. Product delivery.

Open to remote roles.

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gridrealms.com/company
Dallas, Texas

Build games and web applications, and the AI workflows that help deliver them.

Took a multi-tenant SaaS platform from prototype to its first live customer in ten months as sole developer, covering the database, API, frontend, infrastructure, and security. At GridRealms, developed Aetheria: Adventurer's Puzzles, released it on Google Play as an open beta, and built and operated its self-hosted backend.

Use AI agents across planning, implementation, and review, and read and understand the code they write in C#, C++, and TypeScript. Able to learn new languages quickly.

Built games in Unity, Unreal Engine, and Godot: an Android RPG with its own online services, a castle-defense game made in four days, and a god game in development.

Experience across application development, game systems, networks, and infrastructure, with a whole-system view from the first design decision through release and operation.

Languages: C#, C++, TypeScript, Lua, SQL
Engines: Unity, Unreal Engine 5, Godot
Web and backend: React, React Router, Hono, Cloudflare Workers, Nakama, PostgreSQL, Redis, Docker, nginx
AI: Claude Code, Codex

Experience

Full-Stack Developer, contract 2025 to now

Sole developer on a multi-tenant SaaS platform, from prototype to its first live customer in ten months, covering the database, API, frontend, infrastructure, and security. Built in TypeScript with React, Hono, PostgreSQL, Redis, and Docker.

Founding Engineer 2020 to now

GridRealms LLC

Developed Aetheria: Adventurer's Puzzles in Unity, released on Google Play as an open beta, and built and operated its self-hosted backend with social features. Built Siege Fright in four days in Unreal Engine 5 for the 2026 Epic AI MegaJam, directing a team of AI agents. Developing Grid Realms, a god game, in Godot and C#.

SharePoint Architect and Consultant 2006 to 2009

Verizon · Fairfield Residential · Voyager Learning Systems

Designed and built SharePoint platforms for enterprise teams: as MIS Architect for SharePoint at Verizon, then as the SharePoint consultant to Fairfield Residential and Voyager Learning Systems. The work covered platform architecture, content management, workflows, and custom web parts.

Systems Engineer and Network Administrator 2003 to 2005

AFMO · PharmaFab · Bowne

Ran servers and networks across web commerce, pharmaceutical, and financial services companies: systems engineer at AFMO, network administrator at PharmaFab, and system support specialist at Bowne, covering installations, migrations, and day-to-day infrastructure.

Hardware and Desktop Support 1998 to 2002

Deloitte Consulting · Airband Communications · i2c · Fry's Electronics · Xerox

Started at the bench and the help desk: laptop technician at Xerox and technician supervisor at Fry's Electronics, then desktop and tier 2 software support for Deloitte Consulting, Airband Communications, and i2c.

Putting AI to work across the build

Architecture before agents
Define the architecture, shape the work into phases, and give agents clear tasks and context. Coordinate implementation, debugging, and review across the system.

Momentum across sessions
Specifications, decision records, task boards, and handoffs carry each project forward, so long builds pick up where they left off instead of starting over.

Technical direction throughout
Read code and investigations as they develop, challenge weak assumptions, and redirect the work using knowledge of the application and its infrastructure.

Testing through delivery
Keep implementation and review distinct. Evaluate results through tests and real product behavior, and build tools to improve AI workflows.

In practice

Diagnosing across the stack
Identified a reverse proxy rewriting the Host header and breaking request signatures when object-storage requests failed after a deployment. Redirected the investigation to the proxy configuration; the deployment was corrected.

Designing how agents work together
Structured a multi-agent audit around written findings, preserving the coordinator's context for synthesis. Connect ranked tasks to plans, implementation, tests, a separate review, and an updated work board, giving each stage a clear job and a usable handoff.

Testing the actual behavior
Reproduced an access-control leak through the application interface, giving the investigation a concrete failure to diagnose.

Education

Bachelor of Science, Human-Centered Artificial Intelligence
Texas Tech University
Sophomore majoring in Human-Centered Artificial Intelligence (HCAI).

Associate of Science, Computer Science
Full Sail University
Graduated in November 2023 as class salutatorian.

Certifications

MCSE+I and CompTIA A+
Microsoft · CompTIA
Microsoft Certified Systems Engineer + Internet, earned in 2000 through the MCSE program at the University of Texas at Arlington. CompTIA A+ certified in 1998.

In progress

AI Developer and Introduction to Machine Learning
IBM
Two professional programs underway. The machine learning program covers exploratory data analysis, supervised learning for regression and classification, and unsupervised learning.