Kory Malmrose

Full-Stack Software Engineer

Lapeer, MI · Open to remote; would consider relocating
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Full-stack software engineer who builds and runs production Laravel apps: Zenndustry, an EVE Online industry planner; Zennlogs, a Guild Wars 2 combat log analyzer; and this site. I set the architecture and specs, use AI coding agents to implement in parallel, and own correctness through code review, automated tests, headless test harnesses and CI. At IGT I shipped C# and Unity games in large, long-lived codebases and built internal tools. From 2007 to 2020 I co-founded and helped run ZaReason, a Linux computer company: Linux systems, X-Cart web development and customer service.

EXPERIENCE

Independent Software Developer 2026 – Present · Lapeer, MI

Designing, building and running my own production Laravel web apps.

- Zenndustry: an EVE Online industry planner with EVE SSO, JWT verification, encrypted per-character tokens and ESI API integration
- Zennlogs: a combat log analysis site with browser uploads, SHA-256 deduplication, background parsing jobs that run a .NET parser, and a dependency-free ES-module front end
- Cut PHP memory for a 40 MB log from about 420 MB to 90 MB, and wrote a one-command Ubuntu VPS setup for nginx, PHP, .NET, queue workers and cron
- Rebuilt korym.com in Laravel 13, with PHPUnit feature tests run by GitHub Actions CI
- Set the architecture and specs, use AI coding agents to implement in parallel, and verify the results with code review, automated tests and headless test harnesses

Laravel 13, PHP 8.3, JavaScript, SQLite, nginx, PHPUnit, GitHub Actions, Claude Code

Software Engineer, IGT Feb 2015 – Nov 2017 · Las Vegas

Unity and C# game and tools developer, working mostly inside large, long-lived existing codebases.

- Shipped Dark and Stormy, Guardian's Treasure and Crown of Egypt
- Shipped Scarlet Thief and its follow-ups, Ivy Heist and Indigo Eyes
- Shipped the localized version of Turquoise Princess
- Built proprietary internal tools

Unity, C#

Engineer, ZaReason Feb 2007 – Dec 2020

All of this work was with Linux, mostly Ubuntu.

- Co-founded the company in 2007
- Built computers
- Web development with X-Cart
- Photography
- Customer service

Linux, Ubuntu, X-Cart

Software Engineering Internships (2014)

- GTech: a tool for analyzing facial recognition data (Java, Android)
- Pinpoint3D: ported a MATLAB photo-to-texture tool to C++ and optimized it for a 30x speedup
- InContact: a tool that monitors load on a server cluster and kills processes that use too many resources (C#, WCF)

WEB PROJECTS

Zenndustry zenndustry.zaery.com

EVE Online industry planner across all your characters. Laravel 13, PHP 8.3, SQLite, EVE SSO, EVE ESI API

- Fit planner: paste a ship fit and get every base material needed to build it, expanding hull, modules, T2 components and reactions with real ME, structure bonuses and batch sizes
- EVE SSO with JWT verification, encrypted per-character tokens, character-transfer detection, and blueprint data imported from CCP's Static Data Export

Zennlogs zennlogs.zaery.com

Guild Wars 2 combat log analysis site, in the style of WarcraftLogs. Laravel 13, PHP 8.3, SQLite, JavaScript, .NET, Elite Insights

- Upload deduplication by SHA-256, background parsing jobs, and a JSON slimmer that cuts PHP memory for a 40 MB log from about 420 MB to 90 MB
- One-command Ubuntu VPS setup script: nginx, PHP, .NET, queue workers and cron

Source code available on request.

SKILLS

Web and back end	PHP 8.3, Laravel 13, JavaScript (ES modules, no build step), SQL / SQLite, REST/JSON APIs, OAuth/SSO with JWT verification, Background job queues, Linux/Ubuntu server setup with nginx, .NET integration, PHPUnit feature tests
AI-assisted engineering	Setting architecture and writing specs, Claude Code and coding agents, run in parallel, Code review of AI-written code, Automated tests and headless test harnesses, CI with GitHub Actions
Languages	GDScript, C#, C++, Python, GLSL / Godot shaders
Engines and APIs	Godot 4, Unity, XNA, OpenGL, OpenCL, Qt
Game systems	Action combat and telegraphs, NPC and traffic AI, Procedural generation, Economies and crafting, Save systems, Controller and touch input
Tools and platforms	Blender (Python-scripted models), Headless automated tests, Windows, Linux and Steam Deck builds, Android builds, Git

LEADERSHIP

Raid Leader, WildStar and Guild Wars 2 About 8 years

- Earned the trust of a 20-player volunteer team: voted in as an officer, then entrusted with leadership when the previous leader stepped down
- Coordinated 20 people in real time under pressure
- Balanced members' schedules and expectations to keep volunteers committed
- Kept the team together for about eight years, including a move from WildStar to Guild Wars 2

Eagle Scout Project Lead, Boy Scouts of America

Built a computer lab for a high school in need.

- Organized a team and collected community donations of old and broken computers
- Rebuilt the donated machines into working systems
- Delivered a working computer lab to the school

EDUCATION

Neumont University

B.S. in Computer Science, Game Development, December 2014. Teaching assistant for C++, tutoring vectors, matrix math and C++ fundamentals.

GAMES AND MODS

Void Frontier: Single-player space sandbox. Godot 4.7, GDScript, Blender, Python, Android

The Hardware Store: First-person store simulator. Godot 4.7, GDScript, Blender, Steam Deck

Spacescape: Sci-fi skilling RPG with action combat. Godot 4, GDScript, Blender, Steam Deck, Android

Ammo Sorter for Into the Radius 2: A buildable ammo sorting machine for the VR survival shooter. Lua, UE4SS, Unreal Engine, Python

Also: Shardfall Frontier, The Gilded Spore, DormSmith, Spavengers, ElHG: Every Indie Horror Game. *Details at korym.com.*