Glen Rhodes

AI Engineer. *Agents, full-stack products and real-time 3D.*

I build production AI systems that connect models to real data, real review steps and the tools people already use: agents, retrieval, MCP servers, voice. Before AI, I led game and VR engineering, from free-roam VR venues to a fifteen-person AAA team. That's where I learned to make complex systems fast, dependable and shippable.

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01 — IMPACT

80%	less prep and marking time for teachers using **Classroom Bridge**, an AI education platform	1,000s	of job seekers using **ResumeBeast**, an AI résumé optimizer	50+	production AI projects: agents, RAG, voice, MCP
31	projects launched in 2026, most of them live	15	engineers led as Technical Director on a AAA title	Top 25	mobile game in several countries, **Hopple Hop**

02 — TOOLKIT

AI & LLM systems: LLM APIs · Claude, OpenAI, Gemini, Agents & tool use, RAG & vector search, MCP servers, Document AI & OCR

Languages: Python, TypeScript, JavaScript, C++, C#, SQL, GLSL

Product engineering: React, Flask & FastAPI, Node & Express, PostgreSQL & pgvector, Redis, Celery & queues, Stripe billing, AWS & Docker

Real-time 3D & games: Unreal Engine, Unity, Three.js & WebGL, VR & AR, Multiplayer networking, Blender pipelines

Leadership: Team & technical leadership, Client delivery, Founding & product

03 — EXPERIENCE

Glen Rhodes Consulting

2023 — PRESENT

Principal & AI Engineer

Own AI products from architecture to production for clients and for my own SaaS launches: structured outputs, human review, cost control and integrations that hold up.

- **Launched AI SaaS products end to end: ModelForge and Book Writer**
  ModelForge takes a description and has a Claude-driven technical artist model the asset in headless Blender, inspect its own renders and fix problems, then bakes a game-ready low-poly mesh with PBR textures. Workers scale to zero when idle; agents can order models over MCP. Book Writer runs a durable server-side job that plans, drafts, revises and typesets a complete novel with covers and Kindle and print packages.
  `Claude · OpenAI · Python · Blender (bpy) · Node.js · Flask · PostgreSQL · Docker · AWS`
- **Built an agentic research assistant over email, texts and legal archives**
  A conversational research app over archived email, text-message history and ingested legal documents. The agent chooses among semantic search, full-text search, regex, date-range lookup and record retrieval, then returns cited answers and downloadable evidence bundles. PostgreSQL with pgvector HNSW indexes plus tsvector full-text search.
  `Flask · React · OpenAI function calling · embeddings · PostgreSQL · pgvector`
- **Shipped a production MCP server that connects AI tools to real accounts**
  A Model Context Protocol server that gives AI coding tools 50+ tools: Gmail, Google Ads, LinkedIn and X posting, image, video, music and 3D generation. OAuth setup, encrypted token storage, background tracking for long-running media jobs, and safeguards around advertising changes.
  `Python · FastMCP · Starlette · PostgreSQL · OAuth · Docker · AWS`
- **Built automated PII redaction for uploaded PDFs**
  Users upload PDFs or ZIP archives; the system detects personally identifiable information, draws redaction boxes and returns clean files. Detection combines Google Document AI OCR and entity extraction with custom rules that reassemble account numbers split across OCR blocks.
  `Flask · React · Celery · Redis · Document AI · S3`
- **Replaced a legacy field-service stack with a full operations platform**
  `Node.js · Express · React · PostgreSQL · Redis · Mapbox · S3`
- **Built a matter-centred legal evidence and case platform**
  `TypeScript · Express · Prisma · PostgreSQL · React · TanStack Query · Zod`
- **Launched ClientHub, a client portal with billing and agent access**
  Organizations, Kanban boards, tickets, attachments, time tracking, Google Sign-In, Stripe subscriptions and public lead and bug intake, live at getclienthub.com. A REST API and hosted MCP endpoint let AI agents work tickets without a browser.
  `Node.js · Express · React · PostgreSQL · Stripe · SendGrid · MCP`

TLM Partners — 2023

Technical Director

- **Led a 15-person team on an Aliens-franchise AAA title**
  Owned gameplay, technical design, documentation and code review. Put a full review process and strict Perforce and Unreal Game Sync version control in place while requirements and client feedback were shifting. Ran daily scrums, sprint planning and build delivery through QA.
  `Unreal Engine · C++ · Perforce · Jira · Confluence`

Dark Slope · Cream Productions · Secret Location — 2016 – 2021

Lead & Senior Developer, location-based VR and interactive

- **Shipped free-roam VR to venues worldwide**
  Gameplay, multiplayer, tools, audio, shaders and optimization for *ScaryGirl: Mission Maybee* (backpack PCs, OptiTrack motion capture, Striker VR guns; published for Zero Latency locations) and *Slugterra Slugslinger VR* (HoloGate). Authoritative client/server networking in Unreal.
  `Unreal Engine 4 · C++ · Blueprints · OptiTrack`
- **Integrated Azure Kinect body tracking into Unreal as a C++ plugin**
  `Unreal Engine 4 · C++ · Azure Kinect · UMG`
- **Built branded VR and stereoscopic 360° playback**
  `Unreal Engine · C++ · Unity · Python · SteamVR`

Tiny Moosh Games — 2014 – PRESENT

Co-founder & Director

- **Co-founded a mobile studio; *Hopple Hop* reached the Top 25 in several countries**
  Designed and built four Unity games for iOS and Android, with analytics and ad networks wired in for live gameplay stats. Today the studio also hosts browser games like *Trading Wars 2kX* and *QuadrupleX*.
  `Unity · C# · iOS · Android · AdMob · analytics`

Cartilage Inc. & independent — 2011 – 2019

Senior Software Engineer & technical lead

- **Led the digital arm of a commercial-production agency, plus AR and Unreal work**
  Web, mobile and interactive work for agencies and brands. An ARKit companion app that walks readers through a portal into a children's book, AR employee training for a major grocery chain, an AR launch experience for a Manhattan retail flagship, and the Unreal Engine projects *ExtroForge* and *Concerto*, a VR piano.
  `Unreal Engine · Unity · ARKit · JavaScript`

EARLIER Games and interactive work for Disney.com, Nickelodeon, MTV, Honda and Nike.com, a PlayStation title, and a Wolfenstein 3D remake that went viral.

04 — PROJECTS

ModelForge
3dmodelforge.app
AI technical artist that builds game-ready 3D models in Blender and checks its own work.

Book Writer
wickedbookwriter.com
Writes, revises and typesets a complete novel unattended, then builds the publishing package.

ClientHub
getclienthub.com
Client portal for freelancers and agencies, with Stripe billing and an MCP endpoint for agents.

ResumeBeast
resumebeastai.com
AI résumé optimizer that tailors applications for ATS screening, used by thousands.

Above the Dead
abovethedead.glenrhodes.com
Zombie survival on Three.js for the web and a ray-traced C++20 / Direct3D 12 edition.

Halcyon GT-e
carconfigurator.glenrhodes.com
Photoreal car configurator that switches to a GPU path tracer when the camera settles.

05 — BEYOND CODE

Author · 10+ books on game development and interactive media. Now writing one on AI-assisted software development.

Speaker · Talks at international developer and design conferences, including FITC.

Composer · Six years composing for *The Oprah Winfrey Show*. ASCAP and SOCAN member; orchestral album *Inward Journey*.

06 — EDUCATION

University of Toronto B.Sc., Computer Science