

Kamyak Addagatla
Sr Software Development Engineer | Data &
Business Specialist | AI Engineering Leader |
Architect | Full Stack Developer

jumpkam@hotmail.com
469-230-3375
Aubrey, TX, 76227, US
[linkedin.com/in/kamyak-addagatla-b854756a/](https://www.linkedin.com/in/kamyak-addagatla-b854756a/)
github.com/kamyak

PERSONAL WEBSITES	
	KAMYAK.COM
	GAMEXPRO.COM
	MACHOPHAT.COM
	BARDSPUN.COM

GAME ENGINE	GAME TITLE
GODOT 4	SharpEdge, EdgeFall, The Razor Peaks
UNREAL ENGINE 5	Torot

Senior Software Engineer with 8+ years building scalable front-end systems and distributed platforms. Experienced designing low-latency APIs, distributed data orchestration, and end-to-end features across the software development life cycle (design reviews, code reviews, CI/CD, testing, and operations). Strong computer science fundamentals and object-oriented design; hands-on with data engineering (BigQuery), analytics, and technical architecture for prototype generative AI / Large Language Model integrations, including Amazon Bedrock and SageMaker (Google Generative AI certifications). Languages & tools: Java, C#, C++, JavaScript/TypeScript, Git, Node.js, React; focused on scalable, secure systems and data-privacy-aware ML/LLM solutions.

Work Experience

Senior Software Engineer

The Home Depot
Atlanta, GA
Nov 2024 - Jan 2026

leading to modernization of pricing and promotion systems using React, TypeScript, and distributed APIs. Built low-latency orchestration layers, improved conversion and revenue, enhanced CI/CD, analytics, UX, and system reliability across high-scale retail commerce platforms.

- Spearheaded modernization of critical components for Price & Promotion modules using Vite + TypeScript + React + Tailwind/Stencil, earning a Bit Award and improving LCP/INP scores while accelerating feature delivery. Reduced development time by ~3 days and achieved 90% code coverage.
- Developed a unified, low-latency distributed data orchestration layer for pricing, promotions, and real-time inventory (APIs consumed by React front-ends), eliminating 100% of sold-out item promotions, boosting vendor satisfaction, and contributing to higher conversion rates in high-traffic promo sections.
- Used Cloud computing for promotion performance and instrumentation to improve system reliability and effectiveness with up to 60% conversion impact across targeted funnels.
- Rebranded Special Buy of the Day/Week into daily/weekly deals by standardizing promotion rules and UI patterns; contributed to \$500M in sales for Black Friday 2025 through coordinated backend rules and front-end UX changes.
- Co-led cross-functional teams deliver responsive promotion experiences across desktop and mobile, including a gamified drag-and-drop toolkit builder (Milwaukee Packout) built in React and TypeScript, driving engagement and conversion by 40% and generating \$340M in revenue in the first quarterly report.
- Built and maintained comprehensive Adobe Analytics tracking dashboards, instrumentation, and monitoring for features, enabling real-time performance insights and faster incident triage.
- Mentored and coached junior engineers, improving onboarding velocity, code quality, and team delivery cadence.
- Improved CI/CD and test automation by integrating Jest/Vitest unit and integration tests with GitHub Actions and Concourse pipelines to reduce manual releases and improve production stability.
- Ensured robust security measures were implemented throughout the software development lifecycle

- Leveraged GitHub Copilot in conjunction with Claude and ChatGPT to accelerate function development, perform intelligent code reviews, and uphold high code quality standards; built and expanded comprehensive unit tests with Jest/Vitest to sustain 90%+ code coverage and ensure bug-free deployments.
- Utilized Google Gemini to reference the latest company policies and internal documentation for compliance, while analyzing deliverables and authoring detailed Confluence pages to improve knowledge transfer, simplify future reviews, and accelerate team onboarding and maintenance.

Software Engineer 2

The Home Depot

Atlanta, GA

Oct 2021 - Nov 2024

Delivered promotion logic and pricing systems, replacing BOGO with BXGY, improving UX and fulfillment flows, reducing cart abandonment, boosting conversion and revenue, analyzing BigQuery logs, enhancing testing, and driving agile roadmaps and production reliability.

- Application development of Categorized Buy More Save More (BMSM) promotion logic, preventing stacked discounts and reducing vendor shrink by 50%; contributed to \$800M in Black Friday 2024 revenue while improving promotion rule clarity in backend services and front-end presentation.
- Replaced legacy BOGO logic with Buy X Get Y (BXGY) promotion rules across services and React/TypeScript UIs, reducing cart abandonment by 50% and increasing average sales per order by \$100.
- Redesigned a 2-tile fulfillment layout to surface fastest/cheapest options, boosting conversion rates by 70% through UI/UX improvements informed by session replay analysis and A/B testing.
- Optimized production systems fulfillment and inventory visibility features (Pickup Nearby drawer) with localized in-stock inventory data, enhancing operational efficiency and bottom-of-funnel profitability in a high-volume retail supply chain.
- Debugging BigQuery logs and API payloads to diagnose and resolve production errors, improving order completion rates and reducing mean time to resolution.
- Created quarterly epics, user stories, and roadmaps to align technical delivery with business goals following agile practices.
- Authored unit/integration tests (Jest) and enhanced automated Bugbear scripts for faster quality assurance and regression prevention.
- Developed and maintained secure coding practices to protect sensitive data and systems

Software Engineer 1

The Home Depot

Lewisville, TX

Aug 2018 - Oct 2021

Modernized cart and checkout experiences, improving promo visibility and reducing conversion errors through data-driven optimization. Launched curbside pickup MVP pre-COVID, winning Dev Games. Built ProXtra B2B perks increasing spend 40%, and developed orchestration layers enabling personalized account, loyalty, and integrations.

- Modernized cart and checkout experiences, improving promo code visibility and order confirmation flows; reduced conversion errors through data-driven optimizations and instrumentation.
- Rolled out MVP of curbside pickup the week prior to COVID lockdown; project won 1st place in Dev games and supported critical rollouts during peak demand.
- Built out ProXtra perks pages and trackers to show cumulative savings and incentives for B2B customers, increasing average B2B spend by up to 40%.
- Developed orchestration layers to deliver My Account and Loyalty data to front-end applications, enabling personalized B2B features like QuickBooks integration, SSO, and ProXtra perks.

- Oversaw and optimized the software development life cycle, leading to enhanced product performance and reliability

Software Engineering Internship

The Home Depot

Lewisville, TX

May 2018 - Aug 2018

Developed an online gift registry to replace the legacy in-store system while gaining hands-on experience in software engineering practices and developing a strong understanding of corporate operational structures and workflows.

- Built an online gift registry to retire the in-store-centric gift registry service.
- Set up employee AV for personal and team rooms (Chromecast + Cisco Webex).
- Supported office events and fun committee activities, organizing icebreakers and gaming/sport tournaments.

Night Merchandise Execution Associate

The Home Depot

Denton/Sherman/Frisco/Allen/McKinney/Gainesville, TX

Dec 2015 - May 2018

Night Merchandise Execution Associate at The Home Depot supported nightly operations across six Texas stores monthly, rebuilding displays, installing signage, and updating pricing. Led team meet deadlines before opening, operated forklifts and pallet jacks, and ensured stocked merchandising execution.

- Led teams on group projects to ensure completion before store opening.
- Collaborated with team leaders and managers to execute nightly projects across six stores per month, including rebuilding displays/bays, installing signage, updating price labels, and maintaining safety standards.
- Operated heavy equipment (forklift, order picker, electric pallet jack) and performed restocking/front-facing to ensure merchandise availability.

Sales Associate

The Home Depot

Allen/Denton, TX

Feb 2014 - Dec 2015

Provided customer service across multiple departments at The Home Depot, assisting with project planning, product selection, and order management. Supported seasonal operations, freight stocking, signage setup, and loading goods into vehicles, ensuring efficient store operations and positive customer experience consistently.

- Delivered customer service across multiple departments (garden, lumber, electrical, paint, plumbing, appliances, flooring); assisted with project planning, material gathering, and order management.
- Managed seasonal operations (Christmas tree tent) and supported freight team with overhead stocking and signage preparation.
- Assisted customers with loading goods into their vehicles.

Projects

Web and Content Developer, Owner

Personal portfolio website

Kamyak.com

Mar 2026 - Present

Developed using Astro, React, Vite, Tailwind, and Vercel to showcase gaming, music, and programming portfolio. Focused on performance, modern UI/UX, and scalable architecture, creating a centralized platform for content, projects, and personal brand growth.

- Modern Tech Stack – Built with Astro, React, Vite, Tailwind, and Vercel for speed, scalability, and clean architecture
- Performance-First Design – Fast load times and optimized assets for a smooth user experience
- Unified Personal Brand Hub – Combines gaming (GameXPro), music (Bardspun/Nitro Red), and development work in one place
- UI/UX Focus – Clean, responsive design showcasing your frontend expertise
- Content Showcase System – Structured way to display projects, videos, and creative work
- Scalable Architecture – Easy to expand with new features, content, or integrations
- Creator Ecosystem Integration – Connects Twitch, GameXPro, and Bardspun into one ecosystem
- Portfolio + Platform Hybrid – Not just a resume site—acts as a content engine for your brand

Web and Content Developer, Ai engineer

Game Streamer Platform

Gamexpro.com

Jan 2025 - Present

A gaming content platform showcasing gameplay, highlights, and community-driven experiences. It integrates streaming, video clips, and social content to build an engaged audience, while supporting brand growth, content monetization, and scalable expansion across multiple games and platforms.

- Gaming Content Hub – Central platform for gameplay clips, highlights, and curated gaming moments
- Multi-Platform Integration – Connects Twitch, social media, and video content into one ecosystem
- Community-Focused Brand – Built to engage and grow a loyal gaming audience
- Highlight-Driven Content Strategy – Focused on short-form, high-impact gaming moments
- Scalable Content System – Designed to expand across multiple games and genres
- Personal Brand Extension – Strengthens your identity as a creator in gaming and streaming
- Monetization Ready Structure – Supports future ads, sponsorships, and merch integration
- Performance-Oriented Design – Optimized for fast media loading and smooth browsing

Web Developer and LLM engineer

Ai radio and storytelling Platform

Bardspun.com

Feb 2025 - Present

A creative storytelling and music platform showcasing original narratives, game-inspired stories, and multimedia content. It blends writing, music, and digital art to build immersive experiences, supporting personal branding, audience engagement, and expansion into creative entertainment and publishing ecosystems.

- Storytelling Platform – Showcases original narratives, lore, and creative writing projects
- Music + Narrative Fusion – Blends music production with story-driven experiences
- Game-Inspired Worlds – Builds immersive universes influenced by gaming culture and lore
- Multimedia Creativity Hub – Integrates text, audio, and visual storytelling formats
- Personal Creative Brand – Extends your identity into publishing and entertainment
- Audience Engagement Focus – Designed to connect with fans through story-driven content
- Scalable Creative Ecosystem – Built to expand into series, albums, and digital releases

- Cross-Platform Potential – Supports integration with GameXPro and Nitro Red content pipeline

Web and Content Developer

Fitness and lifestyle platform

Machophat.com

Mar 2025 - Present

A fitness and lifestyle platform documenting workouts, nutrition, and personal transformation. It focuses on discipline, strength training, and health progression while building a personal brand around fitness motivation, content creation, and scalable wellness-focused digital storytelling and community engagement.

- Fitness Transformation Platform – Tracks workouts, progress, and physical development over time
- Strength & Discipline Focus – Centers on consistent training, gym performance, and lifestyle discipline
- Nutrition Logging & Meal Content – Showcases meals, diet structure, and fitness fueling strategies
- Motivation-Driven Brand – Built to inspire consistency and self-improvement through fitness content
- Personal Progress Documentation – Visual and data-driven storytelling of body and strength evolution
- Content Creator Integration – Designed for posting clips, routines, and fitness insights across platforms
- Scalable Wellness Ecosystem – Can expand into coaching, programs, or fitness challenges
- Cross-Brand Synergy – Aligns with GameXPro, Bardspun, and Nitro Red for full creator ecosystem growth

Game Director and Godot Designer

SharpEdge, EdgeFall, The Razor Peaks

Apr 2026 - Present

Architected and developed a procedural open-world roguelike using Godot 4, featuring adaptive AI behavior systems, systemic enemy spawning (infestation mechanics), and a modular zone streaming pipeline. Built core gameplay loop (explore → combat → loot → upgrade), designed for scalable 4-player co-op, and optimized for rapid prototyping and extensibility.

- Designed and developed a procedural open-world rogue-like using Godot 4, establishing a scalable foundation for gameplay and systems expansion
- Architected a modular zone-based world system enabling seamless progression across biomes (starter zone → forest → future regions)
- Built adaptive AI systems with behavior-driven enemies, including infestation mechanics that dynamically influence world state
- Implemented core gameplay loop (explore → combat → loot → upgrade → unlock) with emphasis on replayability and progression pacing
- Developed systemic enemy spawning and scaling logic to support difficulty balancing and emergent gameplay scenarios
- Structured multiplayer-ready architecture targeting 4-player online co-op with extensible networking considerations
- Rapidly prototyped and iterated on gameplay systems, reducing development friction and enabling fast feature validation
- Designed reusable systems and tooling to support content expansion across 50+ planned zones and enemy types
- Balanced performance and flexibility by leveraging Godot's scene system and scripting for modular, maintainable code
- Owned full development lifecycle including design, engineering, system architecture, and iteration in a startup-style environment

Game Director and Unreal Engine 5 Designer

Torot
Mar 2026 - Present

An Unreal Engine 5 roguelike space-shooter where players pilot a customizable space train across planets, delivering payloads while surviving combat encounters. It features procedural generation, dynamic missions, ship upgrades, hybrid combat systems, and cooperative multiplayer gameplay systems.

- UE5 Indie Game Prototype – Built as a high-fidelity personal game project using Unreal Engine 5
- Unique Core Concept – Roguelike space-shooter featuring a customizable space train as the main vehicle
- Procedural Generation System – Dynamic creation of asteroids, comets, debris, and salvage for replay ability
- Deep Upgrade Mechanics – Hull reinforcement, turrets, drones, robots, and power-up progression systems
- Hybrid Gameplay Design – Combines space combat, shuttle piloting, planetary boss fights, and tower defense elements
- Dynamic Mission System – Loadout selection, launch sequences, and evolving mission structure
- Combat Variety – Includes raiders, environmental hazards, and large-scale planetary bosses
- Co-op Multiplayer Systems – Integrated text and voice chat for cooperative gameplay experiences
- Systems-Driven Design – Focus on scalable mechanics and modular gameplay architecture
- Experimental Game Design – Blends multiple genres into a single cohesive roguelike experience

Game Director and Designer

Sharp Edge
Aug 2017 - Oct 2017

Sharp Edge Demo is a 3-level 2D Zelda-style game prototype built in C++ showcasing core gameplay systems including movement, combat, and level design. It demonstrates foundational game engine programming, sprite handling, and interactive environment mechanics in a lightweight demo structure.

- 3-Level Game Demo – Structured playable prototype with multiple levels
- 2D Zelda-Style Gameplay – Inspired by classic action-adventure mechanics
- C++ Engine Development – Built using low-level programming for core game systems
- Combat & Movement Systems – Implements player controls, attacks, and responsive movement
- Level Design Implementation – Designed interactive environments with progression flow
- Game Systems Foundations – Demonstrates collision detection, input handling, and game loop architecture
- Lightweight Prototype Build – Focused on core mechanics over visuals for rapid iteration
- Technical Game Dev Showcase – Highlights ability to build engine-level gameplay systems from scratch

Core Skill

Core Engineering

Software Engineering, Data Engineering, Web Development, API Development, Database Management, Website Management, Analytics Tracking, Data Modeling, System Design, Customer Relationship Management (Sales force CRM)

Programming Languages & Web Stack

Java, JavaScript (ES6), TypeScript, C, C++, C#, HTML5, Json, SASS, CSS3, React, Redux, Node.js, Harmony, GraphQL, Apollo client, RESTful API, Swagger UI, Stencil/Tailwind CSS, Material-UI, Flexbox, State management, Machine code, Compiler, Java Virtual Machine (JVM), Scala, PowerShell, chain-of-thought(CoT), PHP, XML, Three.JS

Backend & Frameworks

Micronaut, Lua, .NET, ORM, ASP.NET MVC, Angular2, Selenium, Playwright, Soap UI, REST Assured, Jython(Java), IronPython(C#), PyPy, Swift, NoSQL, React Native, Go, Rust, Secure AI Framework (SAIF), Computer vision, Machine

learning(ML), Robotics, Conversational agents, Workflow agents, Meta's Llama, Mistral AI, TII Falcon, CodeGemma, PaliGemma, AI Edge SDK, Cloud Storage, SOAP, Gemini Enterprise, Ruby on rails, Spring, HCL, Red Hat, VMware, Mesosphere, SUSE, Cloud Foundry, Astro, Vercel, Cloudflare

AI APIs & Cognitive Services

Speech-to-Text, Text-to-Speech, Translation, Document translation, Document AI, Cloud vision, Cloud video intelligence, Natural language processing (NLP), Natural language toolkit (NLTK)

Generative AI & LLM Tools

Claude, Llama 4, N8n, CodeAI, IBM Watson, Veo, Imagen, Chirp, NotebookLM, IBM cloud, Prisma, Perplexity, Mistral, Mixtral, DALL-E, Midjourney, Stable Diffusion, NanoBanana, Ludo.ai, Qwen 3, AnythingLLM, Thinkstack, Chatling, HubSpotChatbot, Elfsight AI Chatbot, Zapier Chatbot, Chatbase, Botpress, Tawk.to, BotPenguin, DeepSeek, Phi, Groq, Together AI, Fireworks AI, LoRAs, Flux.2 dev,

AI Assistants & Platforms

GitHub Copilot, Gemini, Grok, ChatGPT, Distrokid, Suno.io, Meshy.ai, Opus.clip, Ekliptop.gg, Anthropic, Ollama, Ludo.ai, Voyageai, pixellab.ai, resend.ai, ComfyUI

Machine Learning Models

K-NN, Logistic regression, Softmax, SVMs

Cloud Platforms & AI Ecosystems

AWS Cloud & Services

Amazon Q, Amazon Rekognition, Amazon SageMaker AI, Amazon Comprehend, Amazon Translate, Amazon Textract, Amazon Lex, Amazon Polly, Amazon Transcribe, Amazon Kendra, Amazon Personalize, Amazon DeepRacer, Amazon SageMaker JumpStart, Amazon Bedrock, Amazon Q (Developer), Amazon Elastic Compute Cloud (Amazon EC2) architecture, Amazon Virtual Private Cloud (Amazon VPC), Amazon Simple Storage Service (Amazon S3), Amazon Elastic Block Store (Amazon EBS), Elastic Load Balancing (ELB), AWS Identity and Access Management (IAM), DynamoDB, AWS Lambda

Google Cloud & AI Ecosystem

Google's Customer Engagement suite, Cloud Run (functions), Gemini Nano, Google PaLM, Gemini APIs, Google AI Studio, Google ARCore, Google Maps GeoCoding, vertex AI, Gemma, Google Workspace

Cloud & Enterprise Platforms

Digital Ocean, Iodase, SUPERGIANT, CloudSoft, turbonomic, Techtonic, Weaverworks

Data, Analytics & Experimentation

BigQuery, Adobe Analytics, Google Analytics, Google Lighthouse, Quantum Metrics, API Log Analysis, Custom Dashboards

DevOps & Infrastructure

Proxmox, ZimaOS, VM, Compute Engine, Kubernetes, TestRail, Zephyr, ColdFusion, OpenCV(cv2), Pillow(PIL), Neural network, CNN, LeNet, ResNet, PyTorch, pip, wget, Pandas, SciPy, NumPy(np), Matplotlib, ImageOps, ImageDraw, ImageFont, ServiceNow, OpenShift, Istio, Podman, LXC, Vagrant, Docker CLI, Docker compose, Prometheus, JFrog, Univa, Aspen Mesh, Cloud 66, Bitnami, Crio, Kafka, Apache Zookeeper, Kraft, Ansible, Grail

Testing, QA & Automation

PyLint, Gatling, Neoload, Splunk, BlazeMeter, SORE, Marathon, Nomad, Docker Swarm, Cucumber, Jest, Vitest, Mockito, Bug Bear, ClickTale, Agile, Scrum, CI/CD (Concourse), ESLint, Babel, Clicktale, SonarQube, Code Climate, SauceLabs, GitLab, JUnit, Dashboards

Monitoring & Observability

Kamyak Addagatla

sumalogic, DATADOG, New Relic, iguazio, Grafana, SignalFX, sysdig, Dynatrace, JMeter, LoadRunner

Security Tools

GUARDCORE, BLACKDUCK, yubico, cilium, aqua, TwistLock, Alcide

Database & Storage

SQL, MongoDB Concepts, Data Warehousing, Postgresql, NoSQL

Load Balancing & Networking

AVI networks, NGiNX

UX & Design Tools

Figma, Adobe XD, Miro, Zeplin, Draw.io, Sketch.io, Gliffy

CMS & E-commerce Tools

WooCommerce

Collaboration & Communication

Teams, Cisco Webex, Zoom, Google Meet, Slack, Discord, Skype, Jira, Trello, Asana, Atlassian/Confluence

Operating Systems & Platforms

Mac, Windows, Linux, Ubuntu, Raspberry pi, Vite, JENV, Webhook, Webpack, N, NVM, NPM, PNPM, Git, Git Flow, GitHub, Github Actions, GitHub Desktop, Postman, GraphQL Playground, Charles Proxy, Contentful, Excel, Word, PowerPoint, One Drive, Outlook, OneNote, Paint, Clipchamp, Plex, Docker, Apache Tomcat, Bootstrap, Dropbox, Epic systems, Google ads, OpenGL, OAuth2, JWT

IDEs & Editors

PyCharm, Arduino IDE, Xcode, WebStorm, IntelliJ, VS code, Textpad++, Eclipse, Sublime, Subversion SVN, Notepad++

Crypto Mining Tools

Nice Hash, T-Rex, HiveOS, Mining Pools, unMineable

Gaming & Creative Tools

MEE6, Unreal Engine 4/5, Photoshop, Blender, Illustrator, Dreamweaver, After Effects, AutoCAD, Unity, Fruity Loops Studio, Audacity, Maya, 3ds Max, Premiere, StreamLabs, OBS, Elgato, Rog, MSI, Intel, Nvidia, Corsair, EVGA, Gpu Tweak 3, Msi Afterburn, ICUE, L-connect 3, Steam link, Crytek CryEngine, Zbrush

Algorithms & Data Structures

Haar Cascade, Everybody dance now, Knapsack, Divide and conquer, Kruskal's, Prim's, Greedy, Dynamic, Travelling salesman problem

Education

University Of North Texas

Date: Jan 2015 - Aug 2018

Major: Bachelor of Science Computer Science

Minors: Video Game Design

GPA: 3.2

Collin College

Date: May 2011 - Dec 2014

Major: Associate of Science Computer Science
Minors: video game design
GPA: 3.2

Languages

English
Fluent

French
Intermediate 3-year schooling

Spanish
Beginner

Hindi
Beginner

Awards

Bit Award 2026
Vite migration of checkout pages
The Home Depot
January 2026

Migrated applications and components to ensure compatibility with Vite, improving performance and enabling easier maintenance, upgrades, and unit testing. Streamlined development workflows to support efficient code evolution and better integration with modern tooling

Bit Award 2025
Categorized Buy More Save More
The Home Depot
February 2025

Developed a frontend MVP for Buy More Save More bundles with category constraints, enabling reuse across departments. Prevented stacked discounts, reduced vendor shrink by 50%, accelerated backend development, and contributed to \$800M Black Friday 2024 revenue through clearer promotion logic.

Dev Games 2019 First place
Curb Side Pickup
The Home Depot
November 2019

Rolled out MVP of curbside pickup the week prior to COVID lockdown; project won 1st place in Dev games and supported critical rollouts during peak demand.

Certificates

Google
Generative AI Leader
Apr 2026

Google Coursera
Docker, OpenShift, & Kubernetes Essentials
Mar 2026

Terraform for absolute beginners	Feb 2026
Google AI Essentials	Feb 2026
Generative AI Leader	Feb 2026
Google IT Support	Feb 2026
Pharmacy Technician Fundamentals	Feb 2026

CodeSignal

SQL Basics: Querying Single Tables	Apr 2026
Multidimensional Arrays and Their Traversal in Python	Mar 2026
Advanced Built-In Data Structures and their Usage	Mar 2026
Generative AI for Everyone in 2026	Apr 2026

Interests

Appliance mechanic, Motorcycle mechanic, Car mechanic, Home remodeling, Home repair, Automated gardening, Landscaper, Gourmet chef, Body builder, Wellness, Primary care, Traveling, Surfing, Skateboarding, Rock Climbing, Sword mastery, Archery, Hunting, Fishing, Animation, Artist, Tailoring, Drone pilot, Sailing, ATV, Motorcycle, Boxing, Wing Chun, Yogo, Swimming, Running, Hiking, Architect, Learning, Video editor, Web designer, Gamer, Game designer, Collector, 3d modeling, 3d printing, Airplane pilot, Engineer, Blacksmith, Carpenter, Painter, Welder, PC builder