

Harry Buonocore

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PROFILE

Self-taught developer and creative who designs and ships complete, working systems — turning ambiguous, undocumented problems into functioning products.

EXPERIENCE

arkg0d LLC — Founder & Independent Developer

Oct 2025 – Present

- Founded and operate a software development company delivering custom development and game-modification work for clients.
- Completed 10+ client projects, primarily custom mod menus and gameplay modifications for Call of Duty: Modern Warfare 2, built in GSC and using direct memory modification.
- Developed “ekrew,” a feature-rich trickshot mod menu, implementing per-player memory modifications on the InfinityLoader platform — capabilities not previously available on it.

Chick-fil-A — Front of House Team Member

Jan 2024 – May 2024

- Worked in a fast-paced, high-volume customer-service environment, handling direct customer interaction and order fulfillment.

PROJECTS

Tricky Myers — Real-Time Game Statistics Pipeline

Personal Project

trickymyers.com/leaderboard

- Built a custom multiplayer gamemode for several Call of Duty titles (COD4, World at War, MW2), then designed a real-time data pipeline to capture and display live match statistics from it.
- For the COD4 and World at War versions, captured live gameplay data from a modified Xbox 360 using custom GSC mods, memory functions, and dvars — tracking metrics like kill distance and trickshot rotation.
- Streamed data through a custom RTM tool to a Supabase (PostgreSQL) backend; migrated from local JSON storage to a hosted database as usage grew.
- Built a web frontend rendering a live per-player leaderboard; processed gameplay data from 400+ unique players.
- Integrated a Discord webhook and bot, driven by the same data layer, for live event logging and in-game map voting.

MW2 Throwing-Knife Golf — Original Game Mode

Personal Project

- Designed and built an original game mode in GSC that reimagines Modern Warfare 2 as a golf game, with 9–18 holes per map.
- Solved knife-position tracking by locating and using the game’s entity-landing function to carry coordinates between turns.
- Engineered a cinematic mid-air camera by swapping the active player to spectator and programmatically controlling their position to follow the thrown knife; added per-hole overhead cinematic shots.

MW2 Engine Research

Ongoing

- Conducting a self-directed research project mapping the Modern Warfare 2 engine — maintaining labeled documentation of function offsets, behavior, and execution flow as a long-term technical reference.

CREATIVE & MEDIA

Freelance Videographer, Editor & Photographer

2017 – 2021

- Directed, filmed, and edited music videos for recording artists; one video surpassed 3.5M+ views, with several others exceeding 1M views each.
- Worked primarily with recording artist Ouija Macc (Psychopathic Records); shot concert photography and videography on a California tour, editing primarily in Adobe Premiere Pro.
- Created Call of Duty gaming content for a personal YouTube channel (2011–2023) reaching 2M+ views.

SKILLS

Languages: Python, GSC

Tools & Platforms: Supabase / PostgreSQL, Tailscale, Adobe Premiere Pro, Xbox 360 modification (xex), AI-assisted development (Claude Code)

Areas: System architecture, full-stack development, game-engine modification, real-time data pipelines