Zachery "Zach" Johnson

Software engineer with experience in backend development, from architecture design to infrastructure to implementation. Passionate about building reliable and responsive software.

EXPERIENCE

Disruptive Games - *Senior Server Engineer*

> Apr 2023 - Dec 2023
>
> Unreleased Project

Owned matchmaker and party services, as well as CICD pipelines for backend services. Integrated analytics system (AWS OpenSearch) for internal use (logs, playtest telemetry) and developed tools for designers and engineers to send telemetry data.

Disruptive Games - *Server Engineer*

> Sep 2022 - Apr 2023
>
> Unreleased Project

Created and maintained Kubernetes cluster to host development services, using Terraform as IaC and Helm to install third-party dependencies (Prometheus, Grafana) using AWS services. Owned matchmaker backend service and integrated the API into Unreal Engine game.

Blizzard Entertainment - *Software Engineer*

> Sep 2021 - Jul 2022
>
> Diablo 2 Resurrected

Architected and implemented matchmaking and account systems, integrating with existing Battle.net solutions where appropriate, and supported 450,000 concurrent players on launch across multiple platforms in live ops. Redesigned SQL database architecture for player save data.

Blizzard Entertainment - *Associate Software Engineer*

> Jul 2019 - Sep 2021
>
> Warcraft 3 Reforged, Diablo 2 Resurrected

Implemented text chat features and custom game listings in Warcraft 3 Reforged. Developed unreleased ranked matchmaking system in coordination with designers.

EDUCATION

University of California, San Diego - *B.S. Computer Science*

Sep 2015 - Jun 2019

SKILLS

Languages: C++, Rust, SQL, C#

Tools: Terraform, Git, Bash, Kubernetes, Docker, RabbitMQ