

# CHRISTOPHER FELTZ

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## EDUCATION

### Iowa State University

Bachelor of Science in Software Engineering  
GPA: 3.25

May 2022

## EXPERIENCE

### Blizzard Entertainment – World of Warcraft, Server

*Senior Software Engineer*

Irvine, CA / Remote  
Aug 2025 – Present

- Leading the migration of World of Warcraft's deployment systems to new infrastructure management APIs, ensuring scalability, security, and maintainability for long-term live operations.
- Aiding with performance testing for new layouts of servers for upcoming features.
- Driving the transition of server build distribution to Object Storage, improving reliability of existing builds and simplifying global deployments.
- Providing clarity of future project goals and guidance for teammates to effectively contribute to upcoming solutions.

*Software Engineer*

Mar 2024 – Aug 2025

- Overhauled WoW's QA and production server deployment pipelines by introducing modernized Docker deployments, Jenkins jobs, and Puppet configurations to replace brittle legacy systems.
- Reduced internal server build deployment time by 50% (1h27m → 42m) through parallelized, containerized jobs and improved caching.
- Modernized Python-based tooling for live hotfixes using config-driven design, standardized Git integration, and expanded test coverage from 12% to 86%.
- Introduced local development support for deployment tools, enabling safe iteration without impacting production.
- Built a long-term artifact repository for build metadata, enabling historical build reconstruction and removing dependencies on deprecated APIs.
- Collaborated with producers and designers during live incidents, resolving server crashes and deploying hotfixes; recognized for communication and problem solving skills under pressure.
- Delivered technical presentations to the WoW team to document and share tribal knowledge about hotfix pipelines.

*Associate Software Engineer*

Aug 2022 – Mar 2024

- Built an automated data hotfix deployment pipeline for a .NET desktop client, enabling 9,500+ automated hotfix deployments and accelerating delivery.
- Developed internal tools including C#/Razor web components and a Golang-based symbolization API deployed via Docker to internal build systems, allowing engineers to symbolize stack traces from live crashes, remotely.
- Supported live operations across massive distributed server ecosystem, assessing safety of server hotfixes and coordinating deployments during patch and expansion launches.

### StoneX

Chicago, IL

*Software Developer Intern*

June 2021 – Aug 2021

- Developed production web components using React to display financial data for customers.
- Wrote .NET API features in C# to aggregate customer account data.

## TECHNICAL SKILLS

Primary Language: Python

Familiar With: C++ (server fixes and hotfix safety evaluation), C#, Golang, JavaScript

Tools / Frameworks: Docker, Jenkins, GitHub Actions, Puppet

Platforms: Linux

**Focus Areas:** Live Operations, distributed systems, build systems, infrastructure tooling.

## SUMMARY

Software Engineer specializing in deployment pipelines, infrastructure automation, and developer tooling. Passionate about improving reliability and performance of large scale distributed systems.