My top 3 tech companies

The reason I picked these are because of the influence these companies have had on me as a young kid growing up playing video games from the first two companies. It’s always been a dream of mine to work for one of these companies working on games that bring people like me joy. Blizzard and Activision were my top two picks and they have pretty rigorous qualifications but it is good to see what kind of things i need to work towards if i want to be anywhere i want to be in the future.

Activision: Spearheaded design and implementation of several architectural systems.

* Demonstrated proficiency in C/C++.
* Strong 3D math background.
* Thorough understanding of common data structures and algorhmic solutions.
* Expert in several of the following areas: graphics and animation techniques, interface design practices, effects, test engineer, AI, online, physics, rendering, vehicle, portability, extensibility, and testability.
* Thorough knowledge of software design practices including modular architecture, event-driven architecture, software design patterns and object-oriented design.
* Ability to work with internal and externally developed code.
* Ability to write clean, readable, portable, reliable, and optimized code.
* A strong passion for video games.
* Five or more years of programming experience in the game industry.
* Has shipped more than one game.
* Degree in Computer Science.

Blizzard Entertainment:Site reliability engineer -diablo 3

* Service-Level Objectives (SLI, SLO, SLA, Error Budget, Burn Rate)
* Distributed Systems (system/software architectures, micro-services, high-availability, elections)
* Configuration Management (Puppet, Hiera, Terraform, Terragrunt, Ansible)
* Container Computing (Docker, Kubernetes, Service Mesh)
* Cloud Services and Architecture (AWS, GCP, OpenStack)
* Distributed Message Bus (RabbitMQ, Kafka)
* Proxies and Load Balancing (Nginx, HAProxy, Envoy, ELB)
* Monitoring (Prometheus, Kibana, Grafana, Elasticsearch, Datadog, APM)
* Logging (Splunk, SysLog, ELK Stack, Linux Journal, grep)
* Source Control (GitHub Enterprise, Perforce, SVN)
* CI/CD (Jenkins, Argo, Spinnaker)
* Linux (bash, debugging, tuning, performance measuring)
* Networking (triaging, packet loss, routing)
* Programming (Python, Go, JavaScript, C#, C++, Shell, PowerShell)

Custom Engineer, Data analytics, google cloud

Minimum qualifications:

* Bachelor’s degree or equivalent practical experience.
* Experience in virtualization or cloud native architectures in a customer-facing or support role.
* Experience with traditional Analytic Warehouse solutions, “Big Data” technologies, Real Time Streaming, performance, and scalability optimizations.
* Experience with cloud computing (including cloud market and competitive dynamics) and performing technical presentations or public speaking.

Preferred qualifications:

* Advanced degree (i.e. MBA, Master's degree).
* Technical sales experience in the fields of cloud computing, data, information lifecycle management, and Big Data.
* Ability to address DNS, TCP, Firewalls, Proxy Servers, Load Balancing, VPN and VPC and working knowledge of Linux.
* Experience with developing data warehousing, data lakes, batch or real-time event processing and ETL workflows solutions (i.e. Informatica, Talend, Alooma, SAP, Data Services).
* Experience in writing code in common development languages such as Java, Python, JavaScript, C++, Scala, R or Go.