Ben Deane

Principal Software Engineer

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I geek out on C++, functional programming, languages, Linux, emacs, network programming, systems architecture, simplicity.

Experience

2014–2015   **Principal Software Engineer**, *Blizzard Entertainment*, Irvine, CA.

As a Principal Software Engineer, I am both an individual contributor on the Battle.net team and a strategic contributor to Blizzard's companywide engineering culture and knowledge.

As an individual contributor on a team (my "day job"), I:
- help to ship and support the Battle.net Desktop App.
- own the communication and integration with Battle.net's servers, particularly the areas of authentication, configuration, friends and presence.
- architect, implement and document systems and APIs, and fix bugs of course.

As a strategic contributor to Blizzard (my "principal duties"), I:
- give regular presentations on a variety of technical topics.
- run workshops on engineering techniques and tools (e.g. Test Driven Development).
- coordinate internal "engineering lightning talks", helping engineers to gain presentation skills and spread knowledge.
- created and moderate two internal mailing lists ("Good Code" and "C++").
- co-lead Blizzard's mentorship program for Computer Game Science students at UCI.
- give talks at conferences and universities (e.g. my talk on Testing Battle.net).

I often field questions from engineers, particularly about architecture, C++, and git usage.

2010–2014   **Lead Software Engineer**, *Blizzard Entertainment*, Irvine, CA.

I led the team that architected and built the Battle.net service and client libraries that are currently used by *Diablo III*, *Hearthstone*, and the Battle.net Desktop App.

In this role, I:
- managed a team of 3-6 (it changed over time) engineers.
- architected the social systems and routing infrastructure of the Battle.net server cloud.
- architected and implemented the client APIs used by the game teams.
- architected and implemented queueing and game allocation among available game servers.
- architected and implemented the cooperative matchmaking service for *Diablo III*, a system that handles on the order of a million open games at one time.
- handled live ops for my team's Battle.net systems.

2008–2010	**Lead Software Engineer**, *Blizzard Entertainment*, Irvine, CA.

I led the team that architected and built the Battle.net client libraries that are currently used by *StarCraft II*, *Heroes of the Storm*, and *World of Warcraft*.

Yes, this is a different incarnation of Battle.net than the one that shipped with *Diablo III*. However, the role was much the same. My team of 6 engineers focused on building the Battle.net client libraries, and UI for *StarCraft II*. Among other things, I built social systems, wrote the system to download and cache data on the client, and implemented an ActionScript-to-C++ FFI and data marshaling system.

2005–2008	**Lead Software Engineer**, *Electronic Arts*, Playa del Rey, CA.

I led a team building *Tiberium*, a hybrid FPS/RTS in the *Command & Conquer* universe using the Unreal 3 engine, and developed on PC, Xbox 360, and PS3. Among other things I did extensive work on improving the lighting, and on threading and optimization. In October 2008, EA cancelled the project.

2003–2005	**Senior Software Engineer**, *Electronic Arts*, Playa del Rey, CA.

I was lead of the subteam building the network game for *Goldeneye: Rogue Agent*, an FPS that shipped on Xbox and PS2. I implemented the core of the network game, working with a remote team in Montréal that was building levels and adding features.

2001–2003	**Software Engineer**, *Kuju Entertainment*, Godalming, UK.

I gained console experience on PS2 at Kuju, acting as lead engineer during the finalling stage of *Reign of Fire*, and then taking a role as network lead for *Warhammer 40,000: Fire Warrior*, which was one of the first titles to support the PS2 broadband adaptor.

1995–2001	**Software Engineer**, *Bullfrog/Electronic Arts*, Guildford/Chertsey, UK.

As a jack-of-all-trades engineer, I tackled many tasks: gameplay, systems, tools, UI, networking, localization, audio. My specific area of expertise became networking. I also got a lot of experience with localization and UI work.

Miscellaneous skills

Expert	C++, git
Intermediate	Python, Haskell, JavaScript, Unix, Lisp, French
	LaTeX, maths, tiddlywinks

Education

1992–1995	**MA (Cantab) Computer Science**.
	Emmanuel College, University of Cambridge

The Boring Stuff

I am a UK citizen and a US Permanent Resident ("green card" holder).
References available on request.