

Ben Deane

Software Engineer

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I geek out on C++, languages, algorithms, architecture, APIs, teaching, functional and network programming.

Experience

2018-current **Principal Software Engineer**, *Blizzard Entertainment*, Irvine, CA.

I work on the team that provides SDKs for the Battle.net platform to teams within Activision-Blizzard. Mostly C++, on Win32, macOS, CentOS, mobile and console platforms. As a Principal Software Engineer, I am a strategic contributor to Blizzard's companywide engineering culture and knowledge.

- Talks and workshops on engineering techniques and tools (e.g. Test Driven Development).
- Coordinate internal "engineering lightning talks".
- Created and moderate two internal mailing lists ("Good Code" and "C++").
- Co-lead the mentorship program for Computer Game Science students at UC Irvine.

2014–2018 **Principal Software Engineer**, *Blizzard Entertainment*, Irvine, CA.

Tech lead for the Battle.net Desktop Application: C++ and JavaScript on Win32 and macOS.

- Shipped and supported the Battle.net Desktop App.
- Mentored and managed a team of 8 engineers.
- Worked with engineers and PMs to plan, write tech specs, develop technical roadmaps.
- Code and API reviews and documentation, bug fixing, codebase modernization.
- Architected and implemented systems: presence, network protocol handling, etc.

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

Led the team that built the Battle.net service that is currently used by all of Blizzard's games, *Destiny 2*, and the Battle.net Desktop App. C++ on Win32, OS X, and CentOS.

- Managed a team of 3-6 engineers.
- Handled live ops for my team's Battle.net systems.
- Architected and implemented:
 - the social systems and routing infrastructure of the Battle.net server cloud.
 - the client APIs used by the game teams.
 - queueing and game allocation among available game servers.
 - the cooperative matchmaking service for *Diablo III*.

- 2008–2010 **Lead Software Engineer**, *Blizzard Entertainment*, Irvine, CA.
Led a team of 6 that built the Battle.net platform for *StarCraft II*, *Heroes of the Storm*, and *World of Warcraft*. C++ and ActionScript on Win32, Mac OS X, and RHEL. 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.
Lead engineer on *Tiberium*, a hybrid FPS/RTS in the *Command & Conquer* universe using the Unreal 3 engine on PC, Xbox 360, and PS3. I did extensive work on improving lighting, and on threading and optimization. In October 2008, EA cancelled the project.
- 2003–2005 **Senior Software Engineer**, *Electronic Arts*, Playa del Rey, CA.
Network game lead 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.
PS2 and Xbox development. Lead engineer while finalling *Reign of Fire*, network lead for *Warhammer 40,000: Fire Warrior*, one of the first online PS2 titles.
- 1995–2001 **Software Engineer**, *Bullfrog/Electronic Arts*, Guildford/Chertsey, UK.
Jack-of-all-trades: gameplay, systems, tools, UI, networking, localization, audio.

Conference Talks

- CppCon 2015 [Testing Battle.net](#)
CppCon 2016 [Using Types Effectively](#)
CppCon 2016 [std::accumulate: Exploring an Algorithmic Empire](#)
C++Now 2017 [constexpr ALL the Things!](#) (with Jason Turner – Best Presentation Award)

Miscellaneous Skills

- Expert C++, git
Intermediate Python, Haskell, JavaScript, Unix, Lisp, French

Education

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

The Boring Stuff

UK citizen, US permanent resident. References by request.