

Ben Deane

Principal Engineer, Tech Lead

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

Experience

2018–current **Tech Lead, Quantlab**, Denver, CO

I lead a team of C++ experts building a next-generation high-frequency trading platform.

- Extremely modern C++: using C++20 features and beyond.
- Heavily compile-time oriented code, using strong typing and declarative semantics.
- Very low latency requirements: counting nanoseconds.
- Architecting and implementing composable, ergonomic APIs used by other teams.
- Mentoring and managing a team of 8 engineers (junior/senior mix).
- Working with other tech leads to solve any problem.

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

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

- Worked with engineers and PMs to plan, write tech specs, develop technical roadmaps.
- Architected and implemented systems: presence, network protocol handling, etc.
- Gave internal talks and workshops on engineering techniques and tools.
- Started internal “engineering lightning talks” and two internal tech mailing lists.
- Co-lead of the mentorship program for Computer Game Science students at UC Irvine.

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

Team lead for the Battle.net service. C++ on Win32, OS X, and CentOS.

- Mentored and managed a team of 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 previous iteration of 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*, London/Godalming, UK
PS2 and Xbox development. Lead engineer while finishing *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.

Selected Conference Talks

- CppCon 2016 [Using Types Effectively](#)
- C++Now 2017 [constexpr ALL the Things!](#) (with Jason Turner – Best Presentation Award)
- C++Now 2018 [Declarative Style in C++](#) (Best Presentation Award)
- CppCon 2020 [Constructing Generic Algorithms](#)
- CppCon 2021 [Composable C++](#)

Miscellaneous Skills

- Expert C++, git
- Intermediate Python, Haskell, JavaScript, Linux, 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.