

# 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–current **Principal Software Engineer**, *Blizzard Entertainment*, Irvine, CA.

As a Principal Software Engineer, I am both the technical lead for a team, and a strategic contributor to Blizzard's companywide engineering culture and knowledge.

As the lead of a team of 8 engineers (my “day job”), I:

- am responsible for shipping and support the Battle.net Desktop App.
- work with engineers and PMs to plan, write tech specs, and develop logistical and technical roadmaps for features.
- do regular engineering work - architecting and implementing systems, code and API reviews and documentation, fixing bugs.

As a strategic contributor to Blizzard (my “principal duties”), I:

- run talks and 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 UC Irvine.

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*, *Overwatch*, and the Battle.net Desktop App.

In this role, I:

- managed a team of 3-6 (it changed over time) 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*, a system that handles on the order of a million open games at one time.

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

I led the team (of 6) that architected and built the Battle.net client libraries that shipped with *StarCraft II*, *Heroes of the Storm*, and *World of Warcraft*. Among other things, I personally 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.

## Conference Talks

CppCon 2015 [Testing Battle.net](#)

CppCon 2016 [Using Types Effectively](#)

CppCon 2016 [std::accumulate: Exploring an Algorithmic Empire](#)

## Miscellaneous skills

Expert C++, git

Intermediate Python, Haskell, JavaScript, Unix, Lisp, French,  $\text{\LaTeX}$ , maths

## 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.