

Jared Wasserman

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SKILLS

DATA STREAMING PROCESSING

- Apache Beam
- Apache Flink
- Apache Spark

QUEUEING

- Apache Kafka
- AWS SQS & SNS
- GCP Pub/Sub

DATABASES

RELATIONAL

- Amazon Redshift
- MySQL

NON-RELATIONAL

- Elasticsearch

DATA CATALOG

- Amundsen

DEPLOYMENT

CONTAINERS

- Argo CD
- Docker
- Kubernetes

AUTOMATION

- Ansible
- Jenkins

CLOUDS

PUBLIC

- AWS
- Azure
- GCP

PROGRAMMING

LANGUAGES

- C#
- C++
- Java
- JavaScript
- \LaTeX
- Lua
- MATLAB
- Python
- Scala

EXPERIENCE

BLIZZARD ENTERTAINMENT

Senior Software Engineer I
Software Engineer

- Created a data catalog prototype for Elasticsearch data using Amundsen.
- Implemented a GeoIP data enrichment job using Apache Beam on GCP Dataflow.
- Designed and coded a Node.js and MySQL application for configuration management.
- Wrote Scala code for an Apache Flink application to improve processing and config.
- Utilized Kubernetes and Helm to manage application deployments.

BATTLE.NET DATA PLATFORM

Feb 2022 – Present | Irvine, CA
Feb 2020 – Feb 2022 | Irvine, CA

MICROSOFT

Software Engineer II

- Wrote Apache Spark Scala code for metrics processing on Azure Databricks.
- Created a data pipeline to coordinate Spark jobs using Azure Data Factory.
- Built a custom data processing solution for the Teams performance team.

TEAMS TELEMETRY

Jan 2019 – Jan 2020 | Bellevue, WA

AMAZON

Software Development Engineer I

- Improved Java application code for ingesting data into Elasticsearch.
- Wrote Redshift SQL queries for automated ETL as well as ad-hoc data investigation.
- Utilized AWS Lambda along with AWS SQS & SNS for building data pipelines.
- Designed a data quality system to analyze Excel reports for defects.

ADVERTISING ANALYTICS

Nov 2016 – Dec 2018 | Seattle, WA

MATHWORKS

Associate Software Engineer

- Designed and implemented the 3D image resize MATLAB function `imresize3`.
- Investigated and resolved technical support questions and issues.

COMPUTER SCIENCE DEVELOPMENT GROUP

Sep 2015 – Oct 2016 | Natick, MA

DISTI CORPORATION

Software Engineer I

- Learned basic C++ to understand proprietary C++ tools.
- Analyzed and implemented customer requirements for a custom simulator.

VIRTUAL TRAINING

Jun 2015 – Sep 2015 | Orlando, FL

EDUCATION

UCF

BS, Computer Science
Minor, Mathematics

- GPA 4.0/4.0

COLLEGE OF ENGINEERING AND COMPUTER SCIENCE

Aug 2011 – May 2015 | Orlando, FL
Aug 2011 – May 2015 | Orlando, FL

PERSONAL PROJECTS

WEB GAMES

Author

- TODO

MULTIPLAYER JAVASCRIPT GAMES

Oct 2021 – Present

DRIFT

Author

- TODO

WORLD OF WARCRAFT ADDON

Dec 2019 – Present