Jared Wasserman

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SKILLS

LANGUAGES

- Java
- Spring Boot
- Scala
- C#
- C++
- Lua
- Node.js
- JavaScript
- Python
- MATLAB
- SQL
- LaTeX

DATA STORES

- Elasticsearch
- Cassandra
- MySQL
- Oracle Database
- Google BigQuery
- Amazon Redshift
- Apache Hadoop

DATA STREAMING

- Avro
- Protobuf
- Apache Beam
- Apache Flink
- Apache Spark
- Azure Databricks
- Azure Data Factory
- Google Pub/Sub
- Apache Kafka
- Apache Pulsar
- Amazon SQS/SNS

GENERAL

- Git
- Apache Subversion
- Docker
- Helm
- Kubernetes
- Argo CD
- Ansible
- Jenkins
- Terraform
- AWS
- GCP
- Azure
- OpenStack

EXPERIENCE

BLIZZARD ENTERTAINMENT — Multiple Teams

Data Platform: Senior Software Engineer I — Dec 2022 – Present | Irvine, CA

- Designed and implemented an access management tool using Spring Boot and MySQL.
- Led a presentation to over 100 engineers on telemetry and big data pipeline architecture.
- Investigated and solved a Java gRPC memory leak caused by the Netty pooled allocator type.

World of Warcraft: Senior Software Engineer I — Jul 2022 – Dec 2022 | Irvine, CA

- Fixed bugs and wrote features for party matchmaking within a custom game mode using C++.
- Constructed database tables and wrote C++ code to load character customization data.
- Wrote Lua code to display minimap visualizations for a custom game mode.

Data Platform: Senior Software Engineer I — Feb 2022 – Jul 2022 | Irvine, CA
Data Platform: Software Engineer — Feb 2020 – Feb 2022 | Irvine, CA

- Implemented data pipeline components using Apache Beam, Apache Flink, and Elasticsearch.
- Modeled relational data for a configuration management system using Lucidchart.
- Utilized Docker, Kubernetes, and Helm to deploy containerized applications.

MICROSOFT — Teams Telemetry

Software Engineer II — Jan 2019 – Jan 2020 | Bellevue, WA

- Coded logic for metrics processing jobs using Apache Spark running on Azure Databricks.
- Worked on batch processing systems written with Apache Hadoop and Apache Oozie.

AMAZON — Advertising Analytics

Software Development Engineer I — Nov 2016 – Dec 2018 | Seattle, WA

- Contributed Java code to a system for Elasticsearch data ingestion and extraction.
- Crafted Redshift queries for automated ETL operations and ad-hoc data investigations.
- Designed a system to automatically analyze generated Excel reports for data defects.

MATHWORKS — Computer Science Development Group

Associate Software Engineer — Sep 2015 – Oct 2016 | Natick, MA

- Designed and implemented the 3D image resize MATLAB function `imresize3`.
- Added MATLAB code to Gaussian process regression functions in the Statistics Toolbox.

EDUCATION

UNIVERSITY OF CENTRAL FLORIDA — College of Engineering and CS

BS in Computer Science and Minor in Math — Aug 2011 – May 2015 | Orlando, FL

- Earned a 4.0/4.0 GPA and graduated summa cum laude.
- Admitted into the Burnett Honors College.

OPEN SOURCE

CONTRIBUTIONS TO PROJECTS

Java gRPC Implementation — github.com/grpc/grpc-java

- Created a feature request to use the provided Netty allocator type by default (issue 10292).

Amundsen — github.com/amundsen-io/amundsen

- Added support for Elasticsearch 7 and enhanced Elasticsearch field support (PR 1648).

PERSONAL PROJECTS

Web Games — github.com/jaredbwasserman/web-games

- Implemented a web server that allows for playing minigame-style multiplayer games.
- Utilized Node.js, Socket.IO, Phaser, and JavaScript to implement lobby and game logic.

Drift (World of Warcraft Addon) — github.com/jaredbwasserman/drift

- Created a WoW addon written in Lua to enable moving UI frames (over 50,000 downloads).
- Worked with users to fix bugs, add features, and understand usage patterns.