Jared Wasserman

(727) 743-7650 | jaredbwasserman@gmail.com | linkedin.com/in/jaredbwasserman

SKILLS

LANGUAGES

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

DATA STREAMING

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

DATABASES

- Amazon Redshift
- Elasticsearch
- Google BigQuery
- MySQL
- Oracle Database

DEVOPS

- Ansible
- Argo CD
- Docker
- Helm
- Jenkins
- Kubernetes
- Terraform

EXPERIENCE

BLIZZARD ENTERTAINMENT — Blizzard Data Platform
Senior Software Engineer I — Feb 2022 – Present | Irvine, CA
Software Engineer — Feb 2020 – Feb 2022 | Irvine, CA

- 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.

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

- Wrote Apache Spark Scala code for metrics processing on Azure Databricks.
- Created a data pipeline to coordinate Spark jobs using Azure Data Factory.
- Ported Teams performance metrics from a legacy solution to an Apache Spark solution.
- Worked on a data processing system written using Apache Hadoop and Apache Oozie.

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

- 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 for building data pipelines.
- Designed a data quality system to analyze Excel reports for 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`.
- Wrote covariance functions for Gaussian Process Regression in MATLAB.
- Investigated and resolved technical support questions and issues.

DISTI CORPORATION — Virtual Training
Software Engineer I — Jun 2015 – Sep 2015 | Orlando, FL

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

EDUCATION

UCF — College of Engineering and Computer Science
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.
- Member of the Burnett Honors College.

PERSONAL PROJECTS

WEB GAMES — Multiplayer JavaScript Games
Author — Oct 2021 – Present

- Web server with a Node.js backend and a vanilla JavaScript frontend.
- Has a lobby system and two multiplayer games written using Phaser and Socket.IO.

DRIFT — World of Warcraft Addon
Author — Dec 2019 – Present

- Addon written in Lua that enables moving in-game UI frames via clicking and dragging.