

# Jared Wasserman

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## SKILLS

### LANGUAGES

- C#
- C++
- Java
- JavaScript
- $\text{\LaTeX}$
- Lua
- MATLAB
- Node.js
- Python
- Scala
- Spring Boot
- 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
- Cassandra
- Elasticsearch
- Google BigQuery
- MySQL
- Oracle Database

### DEVOPS

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

## EXPERIENCE

### BLIZZARD ENTERTAINMENT

Senior Software Engineer I

Software Engineer

- Programmed big data pipeline components using Apache Flink and Apache Beam.
- Fixed bugs and wrote features in C++ for a World of Warcraft party matchmaking system.
- Relational and non-relational data modeling, including MySQL and Elasticsearch.
- Led a presentation to over 100 engineers on telemetry and big data pipeline architecture.
- Helped design and implement a self-service access management tool using Spring Boot.
- Utilized Docker, Kubernetes, and Helm for containerized application deployments.

### BLIZZARD DATA PLATFORM

Feb 2022 – Present | Irvine, CA

Feb 2020 – Feb 2022 | Irvine, CA

### MICROSOFT

Software Engineer II

- Coded logic for metrics processing jobs using Apache Spark on Azure Databricks.
- Worked on batch processing systems written with Apache Hadoop and Apache Oozie.
- Ported Teams performance calculations from a JavaScript solution to Apache Spark.

### TEAMS TELEMETRY

Jan 2019 – Jan 2020 | Bellevue, WA

### AMAZON

Software Development Engineer I

- 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.

### ADVERTISING ANALYTICS

Nov 2016 – Dec 2018 | Seattle, WA

### MATHWORKS

Associate Software Engineer

- Designed and implemented the 3D image resize MATLAB function `imresize3`.
- Added MATLAB code to Gaussian process regression functions in the Statistics Toolbox.
- Worked with customers and engineers to investigate and resolve technical questions.

### COMPUTER SCIENCE DEVELOPMENT GROUP

Sep 2015 – Oct 2016 | Natick, MA

## EDUCATION

### UCF

BS in Computer Science and Minor in Math

### COLLEGE OF ENGINEERING AND COMPUTER SCIENCE

Aug 2011 – May 2015 | Orlando, FL

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

## OPEN SOURCE

### CONTRIBUTIONS TO PROJECTS

Java gRPC Implementation

[github.com/grpc/grpc-java](https://github.com/jaredbwasserman/grpc-java)

- Created an issue to observe the provided Netty allocator type by default (issue 10292).

Amundsen

[github.com/amundsen-io/amundsen](https://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](https://github.com/jaredbwasserman/web-games)

- Contains a lobby system and multiplayer games written using Phaser and Socket.IO.
- The web server is implemented with a Node.js backend and a JavaScript frontend.

Drift

[github.com/jaredbwasserman/drift](https://github.com/jaredbwasserman/drift)

- World of Warcraft Lua addon to enable moving UI frames with over 50,000 downloads.
- Worked with users to fix bugs, add features, and understand usage patterns.