

Jared Wasserman

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SKILLS

DATA STREAMING PROCESSING

- Apache Beam
- Apache Flink
- Apache Spark

QUEUEING

- Apache Kafka
- AWS SQS
- GCP Pub/Sub

DATABASES

RELATIONAL

- Amazon Redshift
- MySQL

NON-RELATIONAL

- Elasticsearch

DATA CATALOG

- Amundsen

DEPLOYMENTS

CONTAINERS

- Argo CD
- Docker
- Kubernetes

AUTOMATION

- Ansible
- Jenkins

CLOUDS

- AWS
- Azure
- GCP

LANGUAGES

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

GAME ENGINES

- Godot
- Phaser
- Unity

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.

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.
- 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

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 for building data pipelines.
- Designed a data quality system to analyze Excel reports for defects.

MATHWORKS

Associate Software Engineer

- 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

Software Engineer I

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

EDUCATION

UCF

BS, Computer Science
Minor, Mathematics

- Earned a 4.0/4.0 GPA.

COLLEGE OF ENGINEERING AND COMPUTER SCIENCE

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

PERSONAL PROJECTS

WEB GAMES

Author

- 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

Author

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

BATTLE.NET DATA PLATFORM

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

TEAMS TELEMTRY

Jan 2019 – Jan 2020 | Bellevue, WA

ADVERTISING ANALYTICS

Nov 2016 – Dec 2018 | Seattle, WA

COMPUTER SCIENCE DEVELOPMENT GROUP

Sep 2015 – Oct 2016 | Natick, MA

VIRTUAL TRAINING

Jun 2015 – Sep 2015 | Orlando, FL

MULTIPLAYER JAVASCRIPT GAMES

Oct 2021 – Present

WORLD OF WARCRAFT ADDON

Dec 2019 – Present