

Michael W. Eder

- <http://mikeder.net>
- <https://github.com/mikeder>
- emailme@mikeder.net

Work Experience

Tech Lead Staff Engineer / Live Operations, Zenimax Central Services **July 2023 – Current**

- Lead migration of a large Ruby codebase to Golang and Typescript + React.
- Lead Golang migration and sunset efforts for several legacy Python applications.
- Coordinate and co-develop with game studio partners to facilitate customer support of live games.
- Architect and implement an open source "component detector" tool to scan and submit OSS manifests to MSFT, for legal compliance.

Tech Lead Staff Engineer / Commerce & Identity, Bethesda.net **Aug. 2019 – July 2023**

- Tech lead for excavate team that migrated 300k+ BNET accounts, games, and wallets to STEAM.
- Lead Golang language migration effort for E-Commerce team.
- Provide end-to-end gRPC and REST microservice implementations.
- Work closely with in-house and contract engineers to promote development and engineering best practices.

SRE Lead / Live Engineering, Bethesda.net **Apr. 2019 – Aug. 2019**

- Lead team of 8 local and remote engineers from various backgrounds.
- Troubleshoot and resolve player impacting issues in Production.
- Support game team integration into BNET platform.
- Define and monitor SLI's and SLO's for platform services.
- Identify service performance optimizations.
- Total cost of ownership reductions through improving AWS resource utilization.
- Present regular platform performance reports to leadership.
- Ongoing contributions to platform language migration from Python to Golang.

Software Engineer / Core Engineering, Bethesda.net **Feb. 2017 – Apr. 2019**

- AWS architecture solutions implementation and usage governance.
- Architect and operate sharded service infrastructure and 1000+ node ECS clusters.
- Built, maintained and supported Python services that make up the BNET API.
- Apply NewRelic instrumentation to stacks of Python, NodeJS, and Java applications.
- Primary development contributions to API key system, client messaging/MOTD, event logging and publishing systems.
- Maintain and bug fix common core library while supporting feature integration teams.
- Migrated platform deployment from monolithic EC2 instances to Docker/ECS micro services, based on common core library.
- Designed and built high volume Fluentd, Elasticsearch and Kibana logging solution.

Tools Administrator, Zenimax Online Studios **Apr. 2016 – Feb. 2017**

- Live Operations monitoring, alerting tools integration and development.
- ServiceNow administration, customization and development.
- Slack integration and bot development.
- Technical lead for migration from ServiceNow to ChangeGear ticketing systems.

System Administrator, Zenimax Online Studios **Aug. 2014 – Apr. 2016**

Operations and Development support for various game studios within the Bethesda/Zenimax Media umbrella.

- Run and monitor game builds - AntHill Pro, Jenkins CI, and Team City.
- Investigate failed builds, escalate to game engineers as necessary.
- Deploy approved builds to datacenter and AWS.
- Infrastructure maintenance and vendor support coordination.
- Apply updates to virtual hosts and patch server operating systems.
- Server configuration management via Chef.
- Monitoring health of various environments and infrastructure via Graphite and Grafana.
- Splunk for exploit investigations, error finding/log diving.
- Update and improve tools used in the NOC such as Geckoboard widgets, Shinken configurations and ServiceNow dashboards.
- Contribute to knowledge base and documentation in Confluence.

Certifications

- AWS Solutions Architect Associate 2019

Education

- Mount Saint Joseph High School 2004
- CCBC Catonsville - Associates Degree Automotive Engineering 2006

Game Credits

2023

- Starfield (Windows) Engineering
- Quake II (Windows) Engineering
- The Elder Scrolls Online: Necrom (Windows) Engineers
- Redfall (Windows) Engineering
- Hi-Fi Rush (Windows) Engineers

2022

- The Elder Scrolls Online: High Isle (Windows) Engineers
- Ghostwire: Tokyo (PlayStation 5) Engineers
- Ghostwire: Tokyo - Prelude: The Corrupted Casefile (PlayStation 5) Engineers

2021

- Deathloop (Windows) Engineers
- The Elder Scrolls Online: Blackwood (Windows) Engineering Managers
- Doom Eternal: The Ancient Gods - Part Two (Windows) Engineers
- Quake (Windows) Engineering

2020

- Doom Eternal: The Ancient Gods - Part One (Windows) Engineers
- The Elder Scrolls Online: Grey Moor (Windows) Engineers
- Doom 64 (Windows) Engineers
- Doom Eternal (Windows) Engineers

2019

- Wolfenstein: Cyberpilot (PlayStation 4) Engineers (possibly partially incorrect)
- Doom³ (PlayStation 4) Engineers
- Doom II (PlayStation 4) Engineers
- The Ultimate Doom (PlayStation 4) Engineers
- Wolfenstein: Youngblood (Windows) Engineers
- Rage 2 (PlayStation 4) Bethesda.net Engineering Team

2018

- The Elder Scrolls: Blades (iPhone) Bethesda.net Engineering Team
- Fallout 76 (Windows) Bethesda.net Engineering Team
- Prey: Typhon Hunter (Windows) Bethesda.net Engineering Team
- Prey: Mooncrash (Windows) Bethesda.net Engineering Team
- The Elder Scrolls Online: Summerset (Windows) Bethesda.net Engineering Team

2017

- The Elder Scrolls V: Skyrim - Special Edition (Nintendo Switch) Bethesda.net Engineering Team
- The Evil Within 2 (Windows) Bethesda.net Engineering Team
- Dishonored: Death of the Outsider (Windows) Bethesda.net Engineering Team
- Prey (Windows) Bethesda.net Engineering Team
- Quake: Champions (Windows) Operations Systems Admins
- The Elder Scrolls Online: Morrowind (Windows) Bethesda.net Engineering Team
- The Elder Scrolls: Legends - Heroes of Skyrim (Windows) Operations Systems Admins

2016

- Dishonored 2 (Windows) Tools Admin
- The Elder Scrolls V: Skyrim - Special Edition (Windows) Tools Admin
- Doom (Windows) Live Operations Systems Admins

2015

- Fallout 4 (PlayStation 4) Operations Systems Admins

[MobyGames Profile](#)