Nick Gerakines

Dayton, Ohio • (415) 963-1165
nick@gerakines.net • github.com/ngerakines

Experience

- **McKissock**   **Warren, Pennsylvania | St. Louis, Missouri**
  Principal Software Architect   *September 2014 – Present*

  - Senior principal architect, overseeing the technical design and implementation of our product offerings, as well as ongoing legacy system development and technical design management responsibilities.
  - Largely responsible for ensuring that product requirements are translated into work that can be distributed to our internal engineers and external contracting teams.
  - Oversew

- **Hightail**   **Campbell, California**
  Staff Engineer   *May 2013 – September 2014*

  - Senior member of the engineering team responsible for building applications, services and libraries to enhance the value of and increase business.
  - Worked with team members to create a document preview image rendering farm.
  - Worked with team members to create Hightail search service.

- **Blizzard Entertainment**   **Irvine, California**
  Sr. Software Engineer 2   *March 2010 – May 2013*

  - Senior member of the engineer team responsible for designing, implementing and delegating work for internal and external projects and initiatives.
  - Work with directors and leads to document and enforce team standards and practices.
  - Lead the development and release of World of Warcraft and Diablo 3 Web APIs.
  - Designed, created and oversaw the hand off of the search system used across all of our community sites as well as a distributed image rendering farm that powers the World of Warcraft game site.
  - Owned and was responsible for a variety of libraries, tools and developer toolkits used to create and manage our web application stack.

- **Electronic Arts**   **Redwood Shores, California**
  Platform Architect   *October 2008 – February 2010*

  - Built out the Rupture Platform team and bootstrapped the technologies used by that team.
  - Oversaw the training and growth of team members new to the Erlang programming language and helped set and re-enforce standards and practices used by the team.
  - Oversaw game team integration and relationship development with Rupture.
  - Lead the development and release of the Rupture API and various components of the API.

- **Yahoo! Inc**   **Sunnyvale, California**
  Software Engineer   *November 2006 – October 2008*

  - Designed and helped implement the internal del.icio.us API.
  - Worked on TagWeb, a federated data-store over Apache and MySQL.
  - Worked closely with the front-end and back-end teams to design and implement the communication protocols between the systems and also wrote extensive test suite to cover the protocols.
  - Designed and implemented secondary systems used by delicious including spam and abuse detection.
  - Worked on Yahoo! Mobile iOS applications.

- **SixApart**   **San Francisco, California**
  Software Engineer   *January 2006 – November 2006*

  - Contributed to the TypePad blogging service.
  - Contributed to several notable open source projects including Memcached, Perlbal and MogileFS.
  - Released the TypePad Mobile project and TypePad APIs (Atom).

Projects and Personal Experience

- **Facebook Application: I Play WoW**
  I Play WoW is a Facebook application that bridges the two social worlds of Facebook and Blizzard's World of Warcraft. The application was originally written in Perl over Catalyst with Memcached and MySQL. As the application started to grow parts of it were moved to Erlang and CouchDB.

- **Social Network Community Participation**
  Actively participate in a number of developer communities for several of the major social networks.

- **Developer Community Participation**
  Active in various software development communities and conferences. Have spoken and presented at conferences and gatherings including ACM ICFP, Erlang Factory and language user groups. Have actively organized events, presentations and have contributed to different projects and organizations that do so.

- **Open Source Contributions**
  Active in the open source community through contributions to major open source projects as well as the creation and maintenance of several.

Skills

Technical

- 4+ years of DevOps experience
- 2+ years of NodeJS/JavaScript development
- 5+ years of Java development
- 5+ years of C/C++ development
- 5+ years of Perl development
- 4+ years of Erlang development
- 3+ years of Objective-c/Cocoa development
- 4+ years of MySQL / 2+ years of Postgres administration and usage
- 10+ years of Linux administration, configuration and usage
- 3+ years of Oracle administration and usage