

Nick Gerakines

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Experience

- **Blizzard Entertainment**

Sr. Software Engineer 2

Irvine, California

March 2010 – Present

- 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**

Platform Architect

Redwood Shores, California

October 2008 – February 2010

- Built out the Ruptuer 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 relase of the Rupture API and various components of the API.

- **Yahoo! Inc**

Software Engineer

Sunnyvale, California

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 extensives 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.

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**

I am an active member in a number of developer communities appertaining to several major social networks.

- **Developer Community Participation**

I have been a very active member in the software development community. I've actively organized events, presentations and have contributed to different projects and organizations that do so.

- **Open Source Contributions**

I've got over several dozen contributions to the open source projects including several original projects of my own in a a variety of languages.

Skills

Technical

- 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 administration and usage
- 10+ years of Linux administration, configuration and usage
- 3+ years of Oracle administration and usage

Non-Technical

- Team player
- Goal oriented and results driven
- Good project organization and management
- Experience in leadership and management roles
- Gamer