

Nicholas Seltzer

Senior Software Engineer

CONTACT

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LOCATION

Postal Code & City 63126 St. Louis
Region Missouri

PROFESSIONAL SKILLS SUMMARY

Programming Languages: Go, Java, Typescript, Python3
Data Persistence: AWS RDS, MariaDB / MySQL, AWS ElastiCache (Redis), Hazelcast, AWS DynamoDB, Hbase
Stream Processing: AWS Kinesis, Kafka
Systems: Windows, Linux, BSD (MacOS and FreeBSD)
Networking: Juniper (EX and SRX), pfSense, Vyatta

WORK EXPERIENCE

2020-01 TO PRESENT

Senior Software Engineer at Riot Games

- Architected and built a globally scalable, geographically-aware media streaming application for internal broadcast feeds thereby unlocking remote production
- Mentored more junior engineers on craft fundamentals and process; providing a platform for questions and guided training through feature work
- Constructed a committee, authored technical standards, and put forth a process for the review and ratification of proposed standards
- Through exploration, interviews, conversations, and other discovery, I created onboarding documentation for engineers and onboarding plans for future engineers
- Instrumented health and performance metrics to be ingested by NewRelic for multiple front-end and back-end services

2017-08 TO 2020-01

Software Engineer at Riot Games

- Developed back-end and front-end solutions for both internal and external customer requirements
- Designed and built automated test framework for a complex system handling streaming data
- Working alongside a team of talented engineers to deliver rigorously-tested features in modular and scalable codebases
- Completely owned entire subsystems of a loyalty feature in a production, high-traffic product
- Maintaining large service deployments using infrastructure as code (Terraform) and continuous integration (Jenkins)

2015-07 TO 2017-08

Senior Systems Engineer at Riot Games

- Responsible for delivering 100% system and network uptime for highly-visible, live broadcast events
- Developed and executed intricate tactical and strategic plans with a large number of moving parts
- Supported, designed, and enhanced internal-facing and external-facing applications, networks, and systems
- Improved the quality of life by authoring and supporting both bespoke and third-party automation solutions
- Extensive exposure to broadcast operations and broadcast technologies

2014-05 TO 2015-07

Enterprise IT Architect at First Data Corporation

- Responsible for developing standards and new design patterns for Free Open Source Software (FOSS)
- Quickly analyzed, developed, and tested potential use cases for the business
- Worked with other teams to build integrations between existing enterprise applications
- Designed and developed RESTful APIs for enterprise applications to encourage modularity
- Authored multiple internal articles surrounding modular application design and application inter-communication

2013-05 TO 2014-05

Senior Systems Engineer at Resource Insurance Consultants

- Planned and implemented a N-tier application architecture across multiple, redundant, remote sites
- Managed relationships with vendors, contractors and other resources to accomplish business goals
- Redesigned the corporate network clean-up at multiple remote sites; set up a client VPN solution
- Assimilated new technologies and pursued the education surrounding those technologies fervently

2012-08 TO 2013-05

Enterprise Monitoring Engineer at Cabela's

- Developed a multitude of applications in Java responsible for monitoring core infrastructure efficiently
- Debugged and troubleshot existing PHP, Python, and Perl scripts for the monitoring
- Helped to architect and engineer a scalable and resilient proof-of-concept monitoring platform
- Assimilated new technologies and pursued the education surrounding those technologies fervently

2011-08 TO 2013-05

Systems Engineer at Resource Insurance Consultants

- Architected highly-available network and server solutions using redundant switching and virtualization
- Converted physical servers to virtual servers and separated previously multi-tenant services
- Tested and developed a migration path from from Exchange 2007 to Exchange 2010
- Planned and implemented a forward-looking storage solution which provides for modularity and security
- Designed and implemented Nagios as the primary monitoring utility to monitor services, disk space, etc.

2010-11 TO 2011-08

Systems Administrator II at Creighton University

- Helped in testing and implementing an AD DS upgrade from 2003 to 2008 R2
- Managed multiple VMware ESXi clustered hosts and VMs in production and in DR
- Tested, developed, and implemented a migration from Exchange 2003 to Exchange 2010
- Supported both physical and virtual servers through development, test, and production
- Helped in the testing and planning of the Nagios implementation at Creighton, a multi-tiered network

2008-11 TO 2010-11

Technical Analyst II at Interpublic Group

- Responsible for a clustered Exchange environment supporting 50,000+ users
- Worked alongside messaging, network, and system engineers for case resolution
- Used VBScript and Python to automate routine and complex tasks
- Created and maintained documentation for change control and operating procedures

LANGUAGES

English	Native speaker
Spanish	Intermediate
Swedish	Intermediate

AWARDS

SALTSTACK CERTIFIED
ENGINEER

2015-03

ICAGILE CERTIFIED
PROFESSIONAL

2015-08

RED HAT CERTIFIED SYSTEMS
ADMINISTRATOR

2015-12

PROFILES

SaltStack

- 0xD6186F6A

International Consortium for Agile

- License 78-3343-9873d7e3-aac9-3307-88a2-5306b88cad2f

Redhat

- License 150-217-412

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