

# Nicholas 'Nic' Seltzer

Software Engineer

## CONTACT

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## LOCATION

**Postal Code & City** 63126 St. Louis  
**Region** Missouri

## WORK EXPERIENCE

2022-08 TO 2023-10

### Production (Software) Engineer at Meta

- Analyzed and redesigned massive-scale advertising systems to improve performance and reliability
- Responsible for global capacity for customer-facing organizations and teams
- Improved data consistency from ~50% to ~99% to enable a new product launch
- Drove efficiency improvements and disaster-readiness across my pillar, organization, and team

2020-01 TO 2022-08

### Senior Software Engineer at Riot Games

- Designed and built a globally scalable, geographically-aware media streaming application for internal broadcast feeds thereby unlocking remote production
- Mentored junior engineers on craft fundamentals and process; providing a platform for questions and guided training through feature work
- Designed and built an on-demand serverless saga whereby user data is ingested programmatically, transformed, and used to generate ephemeral accounts and permissions to various systems
- 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

2017-08 TO 2020-01

### Software Engineer at Riot Games

- Developed back-end and front-end solutions to 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 systems for a loyalty feature in a high-traffic, production environment
- Maintaining large service deployments using infrastructure-as-code (IaC) and continuous integration (CI/CD)

2015-07 TO 2017-08

### Systems Engineer at Riot Games

- Responsible for delivering 100% system and network uptime for highly-visible, live broadcast events
- Developed and executed intricate strategic and tactical 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

2014-05 TO 2015-07

**Enterprise IT Architect at First Data Corporation**

- Lead a team of software engineers across multiple timezones
- 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 on modular application design and application inter-communication (IDLs, RPC, APIs, etc.)

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
- Did rudimentary bug-fixing and application development of core systems as well as internal micro-sites and tooling

2012-08 TO 2013-05

**Enterprise Monitoring Engineer at Cabela's**

- Developed a multitude of applications in various languages to monitor core infrastructure, legacy to modern
- Performed ad-hoc (read: on-call) triage and debugging of existing applications and scripts
- Helped architect and engineer scalable and resilient proof-of-concept monitoring platforms
- Created the prototypical self-serve monitoring, alerting, and observability platform at Cabela's

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 provided for modularity and security

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

2005-11 TO 2010-11

**Various at Earthlink, Cox Communications, PayPal, HP, Interpublic Group**

**LANGUAGES**

<b>English</b>	Native speaker
<b>Spanish</b>	Intermediate
<b>Swedish</b>	Intermediate
<b>German</b>	Novice

**PROFILES**

[linkedin](#)