Nicholas 'Nic' Seltzer

Software Engineer

CONTACT

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LOCATION

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WORK EXPERIENCE

2023-08 TO PRESENT

Founder at **Gafftape Industries LLC**

Acting as a founder and engineer for a small start-up with broadcast operations at the forefront

- Creating a full-stack Nextjs application (Typescript, Nextjs, NodeJS)
- Building complex deployment pipelines for software and infrastructure as code from a monorepo
- Implementing metrics collection and monitoring for core applications
- Branding, marketing, b2b engagement, and sales functions all fall to me

2014-12 TO PRESENT

Software Engineer at **Andas Techology**

Owner and operator of a micro-scale consulting firm providing technical solutions to, largely, manufacturing and real estate sectors. Specialize in building full-stack solutions to niche problems.

- Constructing an end-to-end client-server system for a manufacturing firm (Node.JS, Typescript, Electron)
- Authored tooling to manage lease generation and lifecycle for a sister real estate management company (Java, Typescript)
- Designed and installed multiple, redundant small business networks using Ubiquiti, Juniper, and other commodity networking hardware

2022-08 TO 2023-07

Production (Software) Engineer at **Meta**

Acted as the glue holding things together, whether that's infrastructure and software or teams and processes. As a Production Engineer, I was tasked with both systems and software engineering tasks. My area of focus was in advertising and monetization.

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

2020-01 TO 2022-08

Senior Software Engineer at **Riot Games**

Leveraging my tenure at Riot, was able to carry forward my experience to help provide solutions for niche broadcast challenges. Additionally responsible to for driving alignment to company-wide engineering practices and cultivating an sustainable, engineering-forward team culture.

- Designed and built a globally scalable, geographically-aware media streaming application for internal broadcast feeds thereby unlocking remote production (Go, Typescript, AWS)
- Mentored junior engineers on craft fundamentals and process; providing a platform for questions and guided training through feature work (Go, REST)
- Designed and built an on-demand serverless Saga whereby user data is ingested programmatically, transformed, and used to generate ephemeral accounts and permissions to disparate systems (Go, AWS)
- 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, created onboarding documentation for engineers and onboarding plans for future engineers

2017-08 TO 2020-01

Software Engineer at **Riot Games**

Wore many hats in this role. I worked on build engineering, backend services, frontend experiences, high-traffic, moderately-complex systems, and automation. Much of this work was user-facing and had a direct impact on our Fans were able to experience esports.

- Developed back-end and front-end solutions to both internal and external customer requirements (Java, NodeJS, Typescript, Go, Python)
- Designed and built automated test framework for a complex system handling streaming data (Java)
- Worked alongside a team of talented engineers to deliver rigorously-tested features in modular and scalable codebases (Java, Go)
- Completely owned entire systems for a loyalty feature in a high-traffic (1m+ user/s), production environment (Java, Redis, AWS)
- Maintained sizable constellations of deployed services using infrastructure-as-code and continuous integration (Groovy, Python, Terraform, Jenkins)

2015-07 TO 2017-08

Systems Engineer at **Riot Games**

Executed live broadcast events across every present technical domain. During the off-season, I build and maintained a fleet of travel-ready systems to bring them up-to specification or to fill any gaps between Esports and production gameplay.

- Delivered 100% system and network uptime for highly-visible, live broadcast events (Python, Powershell, Typescript, NodeJS)
- 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 (Java, Python, Javascript)
- Improved the quality of life for internal teams by authoring and supporting both bespoke and third-party automation solutions (Python, Go)

2014-05 TO 2015-07

Enterprise IT Architect at **First Data Corporation**

I led a team of eight engineers across multiple timezones. We were responsible for R&D with a focus on high-volume data solutions and constructing internal cloud environments.

- Quickly analyzed, developed, and tested for internal market fit of internal cloud prototypes (Bash, ActionScript 4, Java)
- Worked with other teams to build integrations between existing enterprise applications (Java)
- Designed and developed RESTful APIs for enterprise applications to encourage modularity (Java)
- Authored multiple internal articles on modular application design and application inter-communication (IDLs, RPC, APIs) (Java)

2013-05 TO 2014-05

Senior Systems Engineer at **Resource Insurance Consultants**

I returned to this role after being a consultant for a time. I continued to be the sole systems engineer and help desk for all internal operations and customer-facing applications and systems.

- 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
- Performed rudimentary bug-fixing and application development of core systems as well as internal micro-sites and tooling (Javascript, ColdFusion)

2012-08 TO 2013-05

Enterprise Monitoring Engineer at **Cabela's**

Helped to resolve issues with availability and reliability through observability. This involved integrating with all manner of systems and technology, both legacy and current.

- Developed a multitude of applications in various languages to monitor core infrastructure, legacy to modern (Java, Python, Perl)
- 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 (Java)
- Created the prototypical self-serve monitoring, alerting, and observability platform at Cabela's (Python)

2011-08 to 2013-05

Systems Engineer at **Resource Insurance Consultants**

In this role, I was the sole systems administration and help desk for all internal operations and customer-facing applications and systems.

- 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 (PowerShell)
- 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**

Responsible for a large virtualization cluster deployment, a number of migrations to current technology, and security concerns within the university.

- Helped in testing and implementing an Active Directory Directory Services upgrade from 2003 to 2008 R2 (Perl)
- Managed multiple VMware ESXi clustered hosts and VMs in production and in Disaster Recovery
- Tested, developed, and implemented a migration from Exchange 2003 to Exchange 2010 (Perl)
- 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

English	Native speaker
Spanish	Intermediate
Swedish	Intermediate
German	Novice