

Ryan Cole

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I'm submitting my resume for a position listed on the Careers section of the Blizzard website. The particular position is the **Software Engineer, .NET (Austin) (#1200064)**.

My name is Ryan Cole and I studied computer science in college, but I began programming when I was much younger. In fact, Blizzard games were a large reason why I began programming. I remember back on the original Battle.net servers, Blizzard released code for an example chat client that would connect to Battle.net. I used this code to motivate myself and to learn how to write my own chat clients - we called them bots. I eventually found other programmers on Battle.net and we would collaborate on better bots. Sometimes this involved a little bit of reverse engineering the Battle.net protocol, but it was all in the name of learning.

My bots were mostly written in C++, but since then I've learned and used many languages. I enjoy web development using Javascript and Python. I like to hack on side projects in my free time, most of which are web-based using Node.js. I often find myself using assembly language whenever I feel the urge to look at any game in a disassembler or debugger. I like exploring the ins and outs of different databases, such as MongoDB, CouchDB, Redis and Cassandra.

At my current company of 8 employees, I program on internal applications that we use to perform various tasks. I work for a service provider who caters to large audit firms. We do digital document processing, which involves things like imaging Word documents, or performing OCR on images, and indexing millions of documents so that they can be searched across, etc. We do these things so that the audit firms can have teams of reviewers quickly comb over the documents looking for particular phrases or terms that may be relevant to a lawsuit. The software I write usually has something to do with any of these mentioned areas. I write it all in C#. We use Oracle and Postgres databases. In the past, we've used MongoDB as well. I also make use of memory caches like Memcache and Redis.

I feel that I could be a good fit for the listed position because I believe it's similar to what I currently do at my current company. I also live only a few minutes from Blizzard's Austin office. I have been working at my current company for almost 4 years, and I recently moved from Dallas to Austin about 3 months ago. I have been working remotely from Austin for those 3 months. The company is based out of Houston and Dallas, with a few of us in Austin. I'd like to get back into an office and work with and learn from other smart programmers, and have interesting conversations.

Ryan Cole