

DANIEL WAECHTER

<https://danielwaechter.com/>

[Software Engineer]

<http://www.linkedin.com/in/danielwaechter/>

SUMMARY

Seasoned server and gameplay systems engineer with over 23 years of experience, seeking on-site, hybrid or remote work in the Greater Boston area. Proven track record of delivering high-quality code, leading teams, and improving code quality. Expertise in C++, Go, and other technologies, particularly for backend servers on metal and in the cloud.

RELEVANT SKILLS

Languages: C, C++, C#, Go (golang), Java, Rust (rustlang), Scala, Python, Ruby, JavaScript, Lua, SQL

Databases: Microsoft SQL Server, MySQL, MongoDB, Cassandra, Redis

Source Control: Perforce, Git, Subversion

Tools: Microsoft Visual Studio, Visual Studio Code, GCC, LLVM+Clang, WinDbg, Vim, PVS-Studio, IntelliJ IDEA

Platforms: Windows, Linux, Mac OS X, Android, Web, Nintendo Switch

Cloud: Google Cloud Platform, Kubernetes, Consul

WORK EXPERIENCE

Blizzard Entertainment

November 2017 – Present

Senior Software Engineer II, Server

Backend development and live operations for numerous titles, some of which I acted as **Lead Server Engineer** on. Most projects in C++, some in Go. On every game I partnered with the SRE team to manage cloud infrastructure and support live operations.

- StarCraft, Warcraft III, and Diablo II
 - Continued updates, maintenance, and operations of live services for legacy Blizzard titles, while working on remasters.
- StarCraft: Remastered
 - Backend features, performance, and integrity of player data.
- Warcraft III: Reforged
 - Transitioned Warcraft III to the SCR server stack from the start. Took over as lead server engineer after launch, continuing to deliver features and enhance player experience.
- Diablo II: Resurrected
 - Lead server engineer for platform services servicing social and out of game features, both before and after launch. I have the dubious distinction of having my name attached to the commit history of almost every file in Diablo II; ask me why.
- Diablo III
 - Sole server engineer for about three years, continuing to add seasonal features which directly grew the player base.
- Unannounced Survival Game
 - Integration of Cassandra, Redis, Kafka, Prometheus metrics, and telemetry into a brand new C++/Go hybrid stack.



NextVR

December 2016 – October 2017

Software Engineer, Server

- Worked on the NextVR server platform for authentication, video lists, and access, written in Go. This was deployed in Google Cloud using Kubernetes. I worked particularly on the system for zero-downtime deployments, and an extensive rework of the authentication system.



Carbine Studios (NCSOFT Corporation)

August 2010 – March 2016

Software Engineer II (2014–2016)

Associate Software Engineer (2012–2013)

Associate Scripter (2010–2011)

- Principal maintainer of Ravel, WildStar's internal server-side scripting language. Ravel is a high-level language used by technical designers to create complex and interesting game content.
- Extensive work on WildStar's economy-related systems, including loot, vendors, tradeskills, the Auction House and Commodities Exchange, player to player trading, and more.
- Substantial work on WildStar's transition to Free-to-Play and the beta launch in China.
- Led an initiative to continuously improve code quality and stability in WildStar's custom engine with tools like static analysis.



Self-Employed

March 2009 – August 2010

Web Programmer

- Billing and revenue tracking systems for a multi-million dollar Facebook application company.

Alvar & Associates / The OC Group

2003 – March 2009

Web Programmer

- Developed small to large ASP.NET, classic ASP, PHP, and ColdFusion applications.
- Worked with an outsourcing firm on a multi-million dollar eCommerce site, of which I became the primary developer. Integrated with the company's international warehousing systems and Amazon Merchant services.
- Developed and managed numerous eCommerce sites using an in-house platform.
- Major clients include Sole Technology (Etnies shoes), Chevron, RSI, Pacific Communications.