DANIEL WAECHTER   [Staff Software Engineer]

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SUMMARY

Seasoned backend and gameplay systems engineer with over 23 years of experience and multiple shipped AAA game titles. Seeking on-site, hybrid or remote work in the Greater Boston area. Proven track record of delivering high-quality code, leading teams, and supporting on-call live operations for games with millions of CCU. Expertise in C++, C#, Go, and other technologies, particularly for backend servers on metal and in the cloud.

RELEVANT SKILLS

Languages: C, C++, C#/.NET, Go (golang), Java, Rust (rustlang), Scala, Python, Ruby, JavaScript, Lua, SQL
Databases: Microsoft SQL Server, MySQL, PostgreSQL, MongoDB, Cassandra, Redis, Elasticsearch/Kibana
Source Control: Perforce, Git, Subversion
Tools: Microsoft Visual Studio, Visual Studio Code, GCC, LLVM+Clang, WinDbg, Vim, PVS-Studio, IntelliJ
Platforms: Windows, Linux, Mac OS X, Android, Web, Nintendo Switch
Cloud: Google Cloud Platform (GCP), AWS, Kubernetes (K8S), Consul
Other: Kafka, RabbitMQ, Terraform, Prometheus

WORK EXPERIENCE

Wolfjaw Studios
May 2024 – Present

Staff Software Engineer

- Development on Catena, a backend services toolkit for game studios written in C# and Go. Primary developer of the Catena Entitlements and Server Releases services for managing player ownership of platform entitlements and managing rolling game server releases, respectively.
- Contract development integrating Catena with first party game studios.

Blizzard Entertainment
November 2017 – March 2024

Lead/Senior Software Engineer II, Server

Backend development and live operations for numerous titles with millions of CCU, 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.

- Warcraft III: Reforged - **Shipped** 🚀
  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 - **Shipped** 🚀
  Lead server engineer for platform services, servicing social and out of game features. 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 - **Shipped (Switch port)** 🚀
  Worked on and shipped the port of Diablo III to the Nintendo Switch. Sole server engineer for

three years, continuing to add seasonal content features which directly and substantially grew the player base - all while working as a developer on remasters of other Blizzard titles.

- **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 GDPR integration.
- **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

- Shipped WildStar, a sci-fi/fantasy action MMORPG. 🚀
- 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.
- WildStar's transition to Free-to-Play and the beta launch in China.

Self-Employed

March 2009 – August 2010

Web Programmer

- Contract work with Taigle LLC, developing billing and revenue tracking systems for Zynga games.

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.