DANIEL WAECHTER

https://danielwaechter.com/

SUMMARY

An experienced server and gameplay systems engineer. Let's make games.

RELEVANT SKILLS

Languages: C, C++, C#, Go (golang), Java, Rust (rustlang), Scala, Python, Ruby, JavaScript, Lua, SQL
Databases: Microsoft SQL Server, MySQL, MongoDB, Cassandra
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
Cloud: Google Cloud Platform, Kubernetes

WORK EXPERIENCE

Blizzard Entertainment
November 2017 – Present

Senior Software Engineer II, Server (2020-Present)
Senior Software Engineer, Server (2017-2020)

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.

- StarCraft
- StarCraft: Remastered
- Warcraft III
- Warcraft III: Reforged
  - **Lead role**
- Diablo II
- Diablo II: Resurrected
  - **Lead role**
- Diablo III
  - Sole server engineer for about three years
- Unannounced Survival Game

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, and I worked particularly on the system for zero-downtime deployments, as well as 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.

Spearheaded 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), Chevron, RSI, Pacific Communications.