Jason De Arte

(address & phone redacted since this is on a public web page)

Orange County, California

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# Summary

I am a dedicated Senior Software Engineer with management experience in the gaming industry. With over ten years of experience at Blizzard Entertainment, I have worked on six amazing AAA games in numerous areas of game development, including infrastructure, automation, customer service solutions, and LiveOps.  
As a founding member of the Classic Games team, I am working on revitalizing some of older titles for the next generation of fans.  
I am interested in bringing my experience and expertise in C++ and Python to SDET, Automation, LiveOps, or backend roles to make something awesome.

# Experience

[**Senior Software Engineer, Classic Games**](https://www.linkedin.com/title/senior-software-engineer%2C-classic-games?trk=pprofile_title)

[Blizzard Entertainment](https://www.linkedin.com/company/5329?trk=ppro_cprof)

June 2015 – Present, Irvine, CA

Founding member of the Classic Games Team that was chartered to modernize 15+ year old game titles for modern client hardware & migrate servers to the same backend infrastructure used by our current titles  
- R&D on Legacy pipelines: build, install, art, and documentation  
- Warcraft III & Diablo II server/exploit fixes  
- Automated banning systems for exploiters  
- Backend services migration planning  
- Location Based Gaming research project

Technologies: C++, VisualStudio, AWS, EC2, Python, Flask, Bluetooth, iBeacon, Coverity, SVN, git

[**Senior Software Engineer, Automation**](https://www.linkedin.com/title/senior-software-engineer%2C-automation?trk=pprofile_title)

[Blizzard Entertainment](https://www.linkedin.com/company/5329?trk=ppro_cprof)

November 2012 – June 2015 (2 years 8 months), Irvine, CA

Lead the Automation Teams for Hearthstone and World of Warcraft

- Created large scale concurrency testing for Hearthstone with hundreds of thousands simultaneous headless clients - that actually played the game

- Tools had a very high ROI in finding prelauch Hearthstone server issues. Numbers are confidential, we found several "Diablo3 Error 37" level issues that would have damaged the product and the company brand.

- Ported Hearthstone game server to Linux

- Code Reviews, Manager paperwork, Annual Reviews, help others with career development

- Coach others in architecting & implementing solutions to complex automation issues

- Manage/Coach/ProjectPlan 8 employees (and interns) working on...

-- Hearthstone Client Automation

-- WoW FPS performance stats collection farm

-- Hearthstone Uptime Probes

-- WoW Stress Testing

-- WoW Uptime Probes

Game Titles:

- Hearthstone: Heroes of Warcraft

- World of Warcraft: Warlords of Draenor

Technologies: C++, Visual Studio, ProtoBufs, Python, TCP, svn, git, Linux, Windows, Jenkins, Coverity, influxdb, grafana, distributed testing, reporting

[**Senior Software Engineer, World of Warcraft Server Team**](https://www.linkedin.com/title/senior-software-engineer%2C-world-of-warcraft-server-team?trk=pprofile_title)

[Blizzard Entertainment](https://www.linkedin.com/company/5329?trk=ppro_cprof)

April 2010 – October 2012 (2 years 7 months), Irvine, CA

Primary on GMSupportServer

- Game server interface that allows thousands of Customer Service Reps to provide in-game support to millions of WoW customers 24/7 around the world. Allowed CS to interact with players and all aspects of a customers in-game personas

- Complete re-write of Maelstrom to fit in with the rest of the WoW server architecture

- Worked with internal corp-apps team that wrote a new GMTool replacement that would support more games than just WoW

Live Ops rotation duty

- Every server team member takes a week to manage all the server crashes, hotfix development, server deployments, and be on call to fix anything that could interrupt the customer experience

Game Titles:

- World of Warcraft: Mists of Pandaria

- World of Warcraft: Cataclysm

Technologies: C++, svn, Visual Studio, PL/SQL, Windows, Linux, TCP, Oracle, mmo

[**Senior Software Engineer, World of Warcraft Tools Team**](https://www.linkedin.com/title/senior-software-engineer%2C-world-of-warcraft-tools-team?trk=pprofile_title)

[Blizzard Entertainment](https://www.linkedin.com/company/5329?trk=ppro_cprof)

October 2005 – April 2010 (4 years 7 months), Irvine, CA

Primary on GMSupportServer

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[**Senior Software Engineer**](https://www.linkedin.com/title/senior-software-engineer?trk=pprofile_title)

[GameSpy Industries](https://www.linkedin.com/company/163934?trk=ppro_cprof)

1999 – 2005 (6 years)Irvine, CA

Win32/Client software development for the following products

**GameSpy Arcade**

- Lobby based multiplayer matchmaking app with buddy lists & voice chat

- Used all the SDKs that we licensed to game developers

- Over a million users! (that was big back then)

**GameSpy3D**

- Tool for finding Quake, HalfLife, and similar FPS game servers

**RogerWilco**

- Internet voice chat

**FilePlanetDownloadManager** ActiveX Control for Internet Explorer 5.5

- Allowed for the FilePlanet premium service of "waiting in line" for your download and resuming on failure

Technologies: C++, MFC, Win32, GameSpy SDKs