

Jacob Kennedy, Software Engineer

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Skills

Languages

- C#
- C++
- Typescript

Workflow

- Git
- Unity
- Visual Studio

Frameworks

- .NET
- Spring
- Angular

Others

- Web Services
- Game Dev
- DevOps

Professional Experience

Blizzard Entertainment

Software Engineer, Client (Warcraft Rumble) 9/2022 – 9/2025

On the Warcraft Rumble team I was a full-stack engineer responsible for multiple subsystems with a focus on patching, commerce and optimization. I primarily developed in Unity with the majority of the codebase being in C# with C++ interop; though I also worked on and managed a few of our internal build tools and asset pipelines.

Key Accomplishments

- Managed our internal content delivery and patching pipeline code. Rewrote said content delivery code to be more stable/performant and to better isolate C# and C++ layers.
- Managed asset bundling, validation and publishing. Identified and fixed several areas of weakness with bundling code to improve build determinism and better identify change
- Rewrote and redesigned code to use proper IoC containers, async paradigms etc while improving performance during gameplay and loading
- Much more that I could discuss (ask me about my opinions on patching or static globals)

Associate Software Engineer 9/2018 – 6/2022

As a full-stack engineer on the Service Tech team, I was responsible for fixing, designing, creating and maintaining systems that are used by our customer service and game teams. This includes front-end development for our services (developed using Angular and Typescript), back end development (microservices using C# and deployed in Docker containers) as well as live support for our production environments.

Key Accomplishments

- Optimized legacy service calls without affecting functionality in order to improve throughput.
- Designed large-scale rewrites of legacy services in order to bring them in line with modern code design.
- Updated portions of our services to both pull data from and save data to Couchbase in order to better globalize data storage.
- Designed and implemented an internal service from the ground up to aggregate telemetry data. I was responsible for both the full back and front end portions of the service.

Reinventing Geospatial, Software Engineer 6/2016 – 6/2018.

Personal Projects

True Concealment (Unreal Engine)

Mod for XCOM 2 which ensures that the in-game timers only count down after a user has broken stealth and not during. Currently sits at over 35,000 subscribers and 5 stars after 800 ratings.

Education

Western Washington University – BS in Computer Science, 2015