

# OLIVER SMITH

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## Profile

Extensive development experience coding with C++, C, Perl/Python, Linux and cross-platform with large consumer focused enterprise companies. Primary skill sets in the domains of back-end, server and networking systems. Proficient skills producing scripts and automation with an emphasis on pipeline, reliability and quality assurance with high reliability as a core competence.

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## Technologies

- Operating Systems: Linux, Windows, *Mac OS X*, *BSD*;
- Languages: C++, Python, Perl, C, JavaScript, Lua, Bash, HTML;
- Databases: MySQL and (long ago) *PostgreSQL*, *MSSQL*, *Oracle*;
- Other: GCC, GDB, CMake, TCP/IP, Flex/Bison, LibEvent, 0MQ, DBD/DBI;

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## Experience

- Design, development, and testing of small, medium, and large applications;
- MMO server feature and gameplay development and operation;
- Software testing and development automation;
- Software re-factoring for long-term stability and maintainability;

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## Points of Note

- Creator of the “DAoC Player Wishlist” system circa 2002;
- Creator of the “WarBirds.org” site – a pioneering MMO community site;
- Creator of the automation that runs the .UK domain for Nominet.

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## Professional History

### Super Evil Megacorp, CA. 2017-Present

Senior Software Engineer

### Facebook, CA. 2014 - 2016

Production Engineer, Facebook, Feed PE

- Day-to-day production operations of Facebook newsfeed,
- Automated kernel upgrades for feed's fleet of machines and services,
- Developed various tools to surface deep diagnostics from crashes,
- Responsible for numerous monitoring and remediation automatons,
- Various developer and service efficiency projects,

### Blizzard Entertainment, Irvine, CA. 2012 - 2014

Senior Software Engineer, Server: World of Warcraft

- Investigating and resolving live crashes in World of Warcraft servers;
- Providing technical feedback to designers/gameplay on upcoming features;
- Identifying and reporting performance bottlenecks in server systems;
- Implementing and refining performance instrumentation;
- Micro-optimization of high-use subsystems.

## **PlayNet Inc, Bedford, Texas. 2003 - 2012**

Server/Systems for WWII Online and Rapid Assault

Key responsibilities:

- Game-server and all server-related system development in C and C++;
- Technical input to design and production;
- Operational and Production support systems:
  - Release management;
  - Patching systems;
  - Authentication systems;
  - Anti-cheat systems;
  - GM and CM in-game systems and out-game management tools;
  - Game management tools and services.

Main accomplishments:

- Implemented all server-side gameplay, features, functionality, and fixes from 2003;
- Database persistence systems;
- Migrated key technologies from 1999 C designs to contemporary C++ modules;
- Reduced proprietary codebase from 1,500,000+ lines of code to ~600,000;
- Reduced network CPU overhead by 2/3rds and bandwidth by 1/3rd;
- Server technologies to support various military contract uses of the project;
- Introduced producers to feature prototyping;
- Designed numerous gameplay systems;
- Implemented a Lua scripting environment and relevant glue libraries;
- Developed gameplay automation systems for aspects of historical event playouts;
- Designed and developed server and client anti-cheat systems;
- Uptime of server processes from hours to weeks/months.
- Optimized Windows release build times from 10 minutes to 40 seconds;
- Reduced host build times from 12 minutes to 49 seconds;

## **Guardian Unlimited, London, England. May - 2002**

Contract Designer/Developer

Built/implemented tools to avoid scaling issues for The Guardian Online; developed the basis for their e-commerce and micro-transaction system.

## **Redbus Design, London, England. 2001 - 2001**

Contract Designer/Developer

Designed and developed Marketing Lead and Targeting system with PHP under Apache.

## **Granada Media, London, England. 2000 - 2001**

Contract Developer, Test Team Tools Leader and Support

Contracted to develop a portal for Granada's new Set-Top-Box but role rapidly expanded:

- Development and lead test for PowerChannel projects,
- Bringing Roxen Platform Content Management System into use,
- Support of Granada Media web services, including "Pop Idol" voting engine

## **Demon Internet, London, England and Amsterdam, Netherlands. 1993 - 2000**

Demon Internet was one of the UK's first dial-up access Internet Service Providers started by a bespoke programming company.

Software Engineer (July 1993-1994)

Developed and maintained sophisticated bespoke business packages, quickly became primary contact for major contracts. Also became primary support/developer for Amiga users and the AmiTCP TCP/IP stack.

Corporate Services (1994-1995)

Worked as a team member/lead while developing systems, tools and automation to run and operate the service, the sales and support teams.

- Developed internal/customer-facing systems for sales, support and products;
- Acquired expert skills in Perl, BSD/Unix systems, networking, administration, etc;
- Developed a small department into a multimillion pound division of the company;
- Built positive presence for the company in the corporate sector despite growing competition.

Hostmaster/Senior Hostmaster (Amsterdam, The Netherlands, 1996-1997)

Hostmaster/Senior Hostmaster (London, England, 1995-1996)

- Took a leading role in domain registration and UK-internet peering areas,
- Created automation which ran the CO.UK and ORG.UK until Nominet was created;
- Played a leading role in the creation of Nominet for operating the ".UK" domain;
- Leading role in developing industry automation/procedures with InterNIC and RIPE;
- Active involvement in startup of Demon's Netherlands branch;

Systems Designer/Programmer (June 1997-May 2000)

- Company wide stability, reliability, automation and core-system development
- Creation of single-process web server to host 65,000 virtual hosts on a 386;
- Internal-support for 3<sup>rd</sup> party sourced open-source systems;
- Y2K Compliance Testing (and correction) of MMDF;
- Design and implementation of modular E-Commerce system.

## **Additional Experience**

ADDITIONAL EXPERIENCE

Arctic Breeze, Grimsby, England. Developer/System Administrator 1991-1993

Promax Ltd, England. Embedded (on-site) Software Developer 1988-1991