

CHRISTOPHER FELTZ

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EDUCATION

Iowa State University

Bachelor of Science in Software Engineering
GPA: 3.25

May 2022

EXPERIENCE

Blizzard Entertainment – World of Warcraft, Server

Irvine, CA / Remote

Senior Software Engineer

Aug 2025 – Present

- Leading the migration of World of Warcraft's deployment systems to new infrastructure management APIs, ensuring scalability, security, and maintainability for long-term live operations.
- Aiding with performance testing for new layouts of servers for upcoming features.
- Driving the transition of server build distribution to Object Storage, improving reliability of existing builds and simplifying global deployments.
- Providing clarity of future project goals and guidance for teammates to effectively contribute to upcoming solutions.

Software Engineer

Mar 2024 – Aug 2025

- Overhauled WoW's QA and production server deployment pipelines by introducing modernized Docker deployments, Jenkins jobs, and Puppet configurations to replace brittle legacy systems.
- Reduced internal server build deployment time by 50% (1h27m → 42m) through parallelized, containerized jobs and improved caching.
- Modernized Python-based tooling for live hotfixes using config-driven design, standardized Git integration, and expanded test coverage from 12% to 86%.
- Introduced local development support for deployment tools, enabling safe iteration without impacting production.
- Built a long-term artifact repository for build metadata, enabling historical build reconstruction and removing dependencies on deprecated APIs.
- Collaborated with producers and designers during live incidents, resolving server crashes and deploying hotfixes; recognized for communication and problem solving skills under pressure.
- Delivered technical presentations to the WoW team to document and share tribal knowledge about hotfix pipelines.

Associate Software Engineer

Aug 2022 – Mar 2024

- Built an automated data hotfix deployment pipeline for a .NET desktop client, enabling 9,500+ automated hotfix deployments and accelerating delivery.
- Developed internal tools including C#/Razor web components and a Golang-based symbolization API deployed via Docker to internal build systems, allowing engineers to symbolize stack traces from live crashes, remotely.
- Supported live operations across massive distributed server ecosystem, assessing safety of server hotfixes and coordinating deployments during patch and expansion launches.

StoneX

Chicago, IL

Software Developer Intern

June 2021 – Aug 2021

- Developed production web components using React to display financial data for customers.
- Wrote .NET API features in C# to aggregate customer account data.

TECHNICAL SKILLS

Primary Language: Python
Familiar With: C++ (server fixes and hotfix safety evaluation), C#, Golang, JavaScript
Tools / Frameworks: Docker, Jenkins, GitHub Actions, Puppet
Platforms: Linux

Focus Areas: Live Operations, distributed systems, build systems, infrastructure tooling.

SUMMARY

Software Engineer specializing in deployment pipelines, infrastructure automation, and developer tooling. Passionate about improving reliability and performance of large scale distributed systems.