

Nick Krecklow

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WORK EXPERIENCE

Hypixel Studios // Riot Games

2024-04 —

Senior Software Engineer II (G4)

Remote

- Tech lead of a cross-discipline Hytale (game) feature team of eight; including infrastructure and engine engineers, QA, and production disciplines driving studio-wide collaboration — reporting to Tech Director.
 - Planned and coordinated with multiple engineering teams (e.g. core engine, hosting, multi-platform, release engineering and rendering) to architect and deliver online, real-time multiplayer experiences.
- Lead engineer for integration of Riot Games SDK features (e.g. player-to-player chat, multi-user chat, friend/group features, ranked gameplay matchmaking) into the client and server applications (C++) and across multiple platforms (i.e. desktops, mobile, consoles).

Hypixel Studios // Riot Games

2021-05 — 2024-04

Senior Software Engineer I (G3)

Remote

- Led Hytale's network layer engineering team responsible for planning and executing integration of an optionally-reliable UDP network layer into a C++ game engine with support for complex gameplay rollback and high latency potential across mobile, desktop and console platforms.
- Ported Hytale's Windows-first engine and build tooling to Linux/RHEL to unlock support for Riot's game cloud platform. Delivery of local Docker/WSL tooling enabled rapid closed-loop developer prototyping.

Hypixel Studios (pre-acquisition)

2018-12 — 2021-05

Software Engineer (G2)

Remote

- Lead engineer for Hytale's application and game security team of three engineers, focused on anti-tamper/anti-intrusion, reproducible deterministic gameplay behavior, and engine threat assessments.
 - Drove adoption of static code checking, security audit tooling and fuzzing of player-facing features (e.g. parsing user-generated content, signing and validating arbitrary data) for both automated CI/CD and local development workflows.

Hypixel, Inc.

2013-10 — 2018-12

Software Engineer

Remote

- Early engineer responsible for architecting technical solutions to manage the rapid growth of the user base from 15K+ simultaneously connected players to 60K+ with over 16 million unique players; earning us three Guinness World Records.
- Anticheat project lead, responsible for the automated detection of millions of cheaters reducing required human interventions by 68% and reducing corrective action response times from days to seconds.
- Network Operations team member, ensuring reliable gameplay 24/7 for our world-wide player base amidst constant DDoS attacks (e.g. the 1 terabit/second 2016 Mirai botnet attacks).

SKILLS

Domain Expertise: Application and game security; live service operations; backend infrastructure; service architecture; cross-platform integrations including SaaS; real-time multiplayer systems.

Soft Skills: Architecture and planning, engineering coordination across teams, project management

Technical Skills: Go, Java, C#, C, C++, gRPC, OpenAPI/Swagger, SQL

Tools & Systems: Kubernetes, Docker, Terraform, SaltStack, Linux/RHEL