

Ofek Wittenberg

Principal Software Engineer

Xbox · Leading the design and build of the next generation of gaming.

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SUMMARY

Over a decade building distributed systems and cloud platforms across gaming, productivity, healthcare, and fintech. I specialize in high-throughput, low-latency backends, zero-downtime cloud migrations, and leading engineers through complex platform work.

EXPERIENCE

Microsoft

2017 – Present

Xbox Platform Services · Senior to Principal Software Engineer

2023 – Present

- Tech lead for the next-generation Xbox console platform. Architected the ground-up rewrite and cloud migration of the System & Content Update Service, a tier-0 system serving every Xbox client, onto 2000 Kubernetes pods across 5 clusters.
- Designed and shipped a novel hybrid distributed cache solution that holds strong consistency past a million requests per second using CDC-driven cache updates/invalidation. The auth hot path answers sub-millisecond (0.145 ms at p50); client calls fell from 250 ms to 20 ms, at a 95% cache hit rate.
- Delivered the cutover with zero downtime and no client changes across tens of millions of consoles and PCs, shadowing live traffic and comparing responses to de-risk every step.
- Driving Xbox's AI platform/strategy: agent workflows, internal-system harnesses, plugin marketplace, evals, and skills gating org-wide changes.

Xbox Cloud Gaming (xCloud) · Intermediate Software Engineer to Senior

2020 – 2023

- Joined as one of xCloud's earliest engineers and set its architectural foundation: microservices, Kubernetes, and a cloud-first platform managing 22,000+ pods across 7 clusters.
- Designed and built xCloud's edge compute encoder platform from scratch across 60+ edge regions; owned orchestration, client/compute/service protocols, cloud networking, auth, and the final client-to-compute handshake.
- Owned the authentication service, xCloud's highest-throughput service at around 1,000 RPS, and built its game-server routing from scratch across 21 regions.

Office 365 Systems Engineering · Software Engineer

2017 – 2020

- A core engineer migrating Office 365 from legacy source control to Git and Azure DevOps, modernizing engineering systems and dev flows for 3,000+ engineers; presented the new processes to audiences of 1,000+.
- Modernized the functional-test infrastructure orchestrating 10,000+ VMs for all Office pull-request gating, one of the most complex workflow engines in the company.

Centrality.ai · Software Engineer · Contract

2017

Auckland, New Zealand

- Full-stack delivery on a blockchain platform: built a data-migration system and integrated a secure payments and billing pipeline handling sensitive customer data.

Orion Health · Software Engineer

2014 – 2016

Auckland, New Zealand

- Built enterprise Java web applications powering all hospitals in Australia and New Zealand.

VENTURES & SELECTED PROJECTS

TouchPhone · Co-founder & Lead Engineer

2011 – 2013

Mobile hardware startup · Oceania

- Co-founded a hardware and software startup at 17, building proprietary GSM firmware that turned iPod Touches into fully-functional phones. Sold 10,000+ units across Oceania; acquired in 2013 by a European buyer who scaled the product across Europe.

Smart-Contract Security & DeFi Engineering · Independent

Security research & DeFi automation

- Designed and operated an automated suite of DeFi services and a smart-contract auditing and static-analysis toolchain. Used it to uncover exploits in malicious contracts and publicly flag multiple rug-pull projects, helping the community avoid millions in losses.

EDUCATION

University of Auckland · BE (Hons), Computer Software Engineering

2013 – 2016

First Class Honours

- **Top Engineering Honours Project:** placed 1st overall in the engineering cohort; research published at an ACM conference (*WiSurr*: synchronized, ad-hoc audio broadcast across mobile devices over arbitrary networks).

EXPERTISE

- **Distributed systems at scale:** hyperscale, high-throughput, low-latency services; distributed caching; distributed and NoSQL databases.
- **Cloud & platform:** Azure, Kubernetes, microservices, cloud-first platform design, zero-downtime migrations.
- **Delivery & reliability:** client and hardware integration, SLA-driven operations, authentication, network routing.
- **Leadership:** technical leadership and mentoring; leading teams of engineers to land complex, cross-team initiatives.