Corey Shupe

Software Engineer

 Frederick, Maryland, United States

 corey@mail.fixed.codes

 CoreyShupe

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Experienced backend software engineer designing and integrating complex systems. A natural problem solver and logician. Self taught and continuing to learn; willing to pick up new skills, systems, and technologies.

WORK EXPERIENCE

Super League Gaming
Software Engineer   (Oct 2020 - Present)

- Developed a custom in-game advertising stack which led to over $1mm+ in revenue in under a year
- Scaled and optimized our internal proxy systems cutting hardware costs by over 33% for that system
- Used LightStep, grafana, and prometheus to build monitoring tools which improved response times to outages and reduced system downtime. This brought us to outages nearly every week to being rare.
- Utilized Amazon's firecracker and kubernetes network policies to secure our internal services from RCE exploits.
- Incorporated Mojang's moderation features cutting internal moderation costs by over $400k/yr

 https://superleague.com

Lemon Cloud Gaming
Software Engineer   (Apr 2020 - Oct 2020)

- Used Asana to track and resolve any issues
- Led development on new games and systems which improved performance cutting down client and server side lag for users
- Built out CI systems for automating deployment of projects
- Integrated a new backend API which consolidated a large number of repositories and removed a large amount of duplicated code across the system

 https://lemoncloud.org

Roanoke College
Building Operations Specialist   (Oct 2019 - Mar 2020)

- Worked as a team to meet tight college event schedules
- Setup and tore down furniture in rooms with events being hosted
- Managed any issues with roooms during event proceedings

 https://www.roanoke.edu/

VOLUNTEER EXPERIENCE

PaperMC
Velocity Development Team   (Nov 2021 - Present)

I work on PaperMC on the Velocity Development Team which acts an optimized modern game proxy for Minecraft servers.

 https://papermc.io/

PROJECTS

MC Entropy
Project rebuilding the minecraft stack in Rust-Lang   (Dec 2021 - Present)

This project is an open source project I designed and built to integrate the Minecraft protocol in Rust. Currently it's not in a production ready state but does work with the latest versions of Minecraft.

 https://github.com/McEntropy

Open Sourced

SKILLS

Java	Rust	Kotlin	Kubernetes
Docker	Git	JavaScript	Redis
MongoDB	SQL/MySQL	Google Cloud Platform	Amazon Web Services

EDUCATION

Oak Hill Academy
High School Diploma   (Mar 2016 - Mar 2021)