

Christian Gugas

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AUSTIN, TEXAS

Software Engineer

About

With 8 years of experience in the software engineering field as a full stack developer, I have successfully researched, designed, implemented, maintained and delivered many successful projects in a wide variety of roles with a broad spectrum of subject matter.

Security is a primary interest to me because it affords an opportunity to constantly learn new and interesting things. Everything needs a level of security, and using that as an entry point, there will always be broad and ever-expanding aspects of technology to explore.



Skills:

- **General:** Security, R&D, Networking, Performance, Embedded
- **Languages:** C#, C, C++ (including QT5 and boost), SQL, JavaScript, Angular, PHP, Python, Shell scripting, Java, \LaTeX , NodeJS
- **Architectures:** X86, X86_64, ARM
- **Software:** Linux, Windows, GCC, MariaDB, SQL Server, GDB, KiCad, Vim, Git, Azure, SVN, Mercurial, TFS

Highlighted GitHub Projects

QTalarm

github.com/countmurphy/qtalarm • C++/QT5

A cross platform alarm clock written in QT5. It is currently available on GitHub and Arch Linux's User Repository (AUR). At time of writing it has about 70- 100 users.

Pipman GPS Watch

github.com/CountMurphy/Pipman • Spin

A propeller based wrist watch that uses GPS for time syncing, a compass and various other sensors. A second, smaller version is currently being worked on. A full write up is available on my personal site (<https://random-hackery.net/post/pipman-gps-watch/>).

Jerry-Rig

github.com/CountMurphy/jerry-rig • C++/QT5

A replacement for Handbrake, a video converting application. It was created for a senior citizen as hand-break and ffmpeg were too complicated to use. It uses simple options to call out to ffmpeg.

Various other projects can be found on my website, random-hackery.net

Work History



PlayStudios

Software Engineer • 2016-present

PlayStudios is a mobile gaming company that uses the "Free to play model" for their products. As a Software Engineer I was responsible for creating/maintaining various back end systems used between our many offices, as well as creating new prototypes.

- Maintained and created various web applications ranging from .Net MVC to Angular projects (both AngularJS and Angular 2/4)
- Worked on the company's mass mailer service (AngularJS), Direct Marketing.
- Built features and maintained the Rewards service. Rewards is what made PS games different than competitors: players had a chance to win real world items/discounts with our system. Built with MVC 4
- Created a Rewards kiosk prototype for our partners using Angular 4 and a Surface Pro. Kiosk would contact our servers, redeem the reward in question and print out a voucher on a receipt thermal printer.
- Helped create a design a central configuration management system for our various games.

Ortho Kinematics

Software Developer • 2014-2016

Ortho Kinematics is a medical company that specializes in spine diagnostics captured from their proprietary VMA system. Clients included various hospitals around the country as well as NASA.



Physician Portal

- Worked on web portal that allowed doctors to better diagnose spinal injuries from recorded "X-Ray" video. The system was built using MVC.Net and Entity framework (code first), jquery, and kendo. Was responsible for creating features (such as a user notifications, reporting, implementing rich text editors) bug fixes (ranging from database optimizations to false positives detected on spine diagnostics).
- Created system to generate charts detailing spinal conditions from raw data and presenting them as HTML charts and PDFs

VMA Console

- Sole developer on the VMA console system (the machine recorded spinal video with a fluoroscope , packaged it as a DICOM (binary files that are the standard in the medical world) for use in our web portal. The system was built with WPF). Created an update system for the console as well as locked down its security (was vulnerable to SQL injections (among other things) when I inherited it.

Auctiva Corporation

Developer • 2010-2014

Auctiva was an ecommerce company that specialized in eBay listings, and creating store fronts. The company was acquired by Alibaba and is now defunct.



Auctiva Commerce

- Maintained and developed new features for Commerce, an "estore" generator. Site was constructed with MS SQL, asp.net web forms and jquery.
- Implemented various third party services (PayPal, Google shopping feeds, UPS, etc)
- Wrote several python scripts to generate massive SQL queries
- Created a web API for integration with the 11Main project.

Paytiva

- Maintained Paytiva, an eBay listings generator tool (asp.net web forms and jquery).

11Main

- 11Main was an amazon/etsy clone built with NodeJS. Built several API end points to integrate 11Main with our other products.

California State University Chico

Technical Support • 2007-2010



- Job responsibilities included working with people to solve simple to complicated problems
- Occasionally the job required script writing and use of backtrack (now known as Kali Linux) for file recovery

Education

California State University Chico

• 2010

- Majored in Computer Information Systems
- Treasurer for CSLUG (Chico State Linux User Group) from Sept 08- May 09

Other

- Speaker at AHA! (takeonme.org).
- DEF Con XXV Hack Fortress Champion