

# GEORGE

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## EDUCATION

### Georgia Institute of Technology

Computer Science, M.S.

2020  
*Computational Perception & Robotics*

Broadening my horizons into computational photography, machine learning, and more

Published a series of [comprehensive notes](#) on [computer vision](#), [fintech](#), etc.

Reinforced and deepened my understanding of operating systems and [cryptography](#)

### University of California, Berkeley

Computer Science, B.A.

2016  
*Computing Systems & Graphics*

## PROFESSIONAL EXPERIENCE

### Strivr

Software Engineer — Virtual Reality, Contract

Summer 2019

Improved UI consistency, working closely with designers to implement their wireframes in Unity

Integrated a “review mode” into training experiences for easy in-headset navigation and QC

Ensured compatibility across both desktop and mobile VR devices (the Oculus product family)

### Microsoft Corporation

Software Engineer — Software-Defined Networking

Aug. 2016 – 2018

Contributed to HNS, the native virtual network manager in Windows

Added IPv6 support and a multi-threaded notification system to react to external events

Implemented and [officially documented](#) Kubernetes alpha support for shared pods on Windows

Added versioning support for seamless transitions of service data between Windows upgrades

Developed a public cloud network policy provisioner for Azure-based systems

### Sony Network Entertainment Int'l.

Software Engineer — Test Automation Infrastructure, Intern

Summer 2015

Interfaced with Selenium to automate testing and QA on the PlayStation® 4's Store

Ported the PlayStation's remote firmware upgrade protocol to a cross-platform Python toolkit

Created a multi-threaded network heartbeat service to facilitate distributed testing

### CE Resource, Inc.

Jr. Software Engineer — Full-Stack

Apr. 2013 – Aug. 2014

Developed back-ends with a variety of toolkits for both internal and customer-facing websites

Queried PostgreSQL databases to efficiently process large quantities of data

Styled and designed front-ends using both XSLT and HTML5 suites

Independently implemented and integrated a customer-facing standalone survey site

## NOTEWORTHY PROJECTS

### Beacon Platform, an Ethereum-backed messaging platform

(unreleased)

A centralized messaging platform that eliminates necessity for platform trust

Uses modern cryptographic techniques like the Signal protocol to ensure message confidentiality

Automates out-of-band identity verification for validating recipient authenticity

### Cicada, a peer-to-peer distributed networking framework

Python networking framework designed to provide optimal routes with DHTs

Designed for distributing data efficiently and anonymously in a decentralized manner

Features a [well-documented API](#), a visualizer, and sample programs like a serverless IM client

### Zenderer, a 2D OpenGL game development framework

A rapid game prototyping framework, written in C++ and ported to JavaScript with WebGL

Applied to create a demo 2D puzzle-platformer and a peer-to-peer real-time strategy game

~18,000 lines of code, including meticulous Doxygen documentation and a [GitHub wiki](#)