

GEORGE

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PROFESSIONAL EXPERIENCE

Stellar

Software Engineer II — Platform

August 2020 —

Georgia Institute of Technology

Instructor Assistant — Applied Cryptography

August 2020 —

Strivr

Software Engineer — Virtual Reality

Summer 2019

Integrated a “quality control” mode into training experiences for easy in-headset navigation
Improved UI consistency, working closely with designers to implement their wireframes in **Unity**
Ensured compatibility across both desktop and mobile VR devices (the Oculus product family)
Applied photogrammetry techniques with **Kinect** output to import real-world assets into VR

Microsoft Corporation

Software Engineer — Software-Defined Networking

Aug. 2016 – 2018

Contributed to HNS, Windows’ native virtual networking manager written in **C++**
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 across 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

Ported the PlayStation’s remote firmware upgrade protocol to a cross-platform **Python** toolkit
Interfaced with **Selenium** and **Jenkins** to automate testing on the PlayStation® 4’s Store

CE Resource, Inc.

Jr. Software Engineer — Full-Stack

Apr. 2013 – Aug. 2014

Developed back-ends in both **PHP** and **Django** for internal and customer-facing websites
Independently designed, developed, and integrated a survey site used by thousands of customers
Queried **PostgreSQL** databases to efficiently process terabytes of customer data

EDUCATION

Georgia Institute of Technology

Master of Science in Computer Science

Spring 2020 (4.0 GPA)

Computational Perception & Robotics

Developed a pipeline to transform 2D football footage into interactive VR simulations
Expanded my understanding of systems, machine learning, computer vision, robotics, and finance
Published ~800 pages of comprehensive **L^AT_EX** [notes](#) on these topics to reinforce knowledge

University of California, Berkeley

Bachelor of Arts in Computer Science

Spring 2016 (3.3 GPA)

Computing Systems & Graphics

NOTEWORTHY PROJECTS

Beacon Platform, an Ethereum-backed messaging platform

(unreleased)

A centralized messaging platform written in **Qt/C++** that eliminates the need for platform trust
Uses modern cryptographic techniques like the **Signal** protocol to ensure message confidentiality
Automates out-of-band identity verification in **Ethereum** 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 securely, efficiently, and anonymously in a decentralized manner
Features a [well-documented API](#), a visualizer, and sample programs like a serverless IM client