GEORGE
george.ok@pm.me

PROFESSIONAL EXPERIENCE

Stellar ⊘
Software Engineer II — Platform   August 2020 –

Worked on the Horizon server, the API powering the **Stellar blockchain** payment network
Wrote performant, scalable, maintainable Go code that served 1000s of requests per second
Managed SDKs in both **Golang** and **JavaScript** as well as their corresponding documentation
Authored community-facing guides and examples to facilitate upgrades, use new features, etc.

Georgia Institute of Technology
Instructor Assistant — Applied Cryptography   August 2020 –

Facilitated communication and learning for 100+ student cohorts in an all-online environment
Independently researched, developed, and managed programming-based cryptographic challenges
Worked closely with Dr. Alexandra Boldyreva to uphold and improve course quality

Strivr ⌂
Software Engineer — Virtual Reality, Contract   Summer 2019

Integrated a "quality control" mode into VR training experiences for easy in-headset navigation
Improved UI consistency, working closely with designers to convert wireframes to **Unity**/**C#**
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
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   2020 (4.0)
                                                                         Computational Perception & Robotics

Published ∼900 pages of comprehensive LaTeX notes on topics like computer vision
Developed a pipeline to transform 2D football footage into interactive VR simulations

University of California, Berkeley
Bachelor of Arts in Computer Science   2016 (3.4)
                                                                         Computing Systems & Graphics

NOTEWORTHY PROJECTS

Beacon Platform, *an Ethereum-backed encrypted messaging platform*   (unreleased)

A centralized E2EE messaging platform that delegates out-of-band identity verification to the
Ethereum blockchain for trustless communication (**Qt**/**C++**/**Solidity**/**Python**)

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

A **Python** networking framework designed to provide optimal routing (via DHTs) to massive
P2P swarms for decentralized, encrypted, semi-anonymous data distribution