

GEORGE

george.ok@pm.me

EDUCATION

Georgia Institute of Technology

Master of Science in Computer Science

Spring 2020 (4.0 GPA)

Computational Perception & Robotics

Developed a pipeline to transform football game recordings into interactive VR simulations
Explored ideas in machine learning, computer vision, robotics, and finance
Deepened my understanding of cryptography, operating systems and algorithms
Published a series of comprehensive, L^AT_EX-typeset [notes](#) on most topics to reinforce knowledge

University of California, Berkeley

Bachelor of Arts in Computer Science

Spring 2016 (3.3 GPA)

Computing Systems & Graphics

PROFESSIONAL EXPERIENCE

Strivr

Summer 2019

Software Engineer — Virtual Reality

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

Microsoft Corporation

Aug. 2016 – 2018

Software Engineer — Software-Defined Networking

Contributed to the Host Network Service, 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.

Summer 2015

Software Engineer — Test Automation Infrastructure, Intern

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.

Apr. 2013 – Aug. 2014

Jr. Software Engineer — Full-Stack

Developed back-ends with a variety of toolkits for both internal and customer-facing websites
Independently implemented and integrated a standalone survey site used by 1000s of customers
Queried PostgreSQL databases to efficiently process terabytes of customer data
Styled and designed front-ends using both XSLT and HTML5 suites

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](#)