

# GEORGE K.

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## PROFESSIONAL EXPERIENCE

### Stellar Development Foundation

Aug. 2020 – Present

Senior Software Engineer — Platform

Working on the [Horizon](#) API server that powers the [Stellar blockchain](#) payment network  
Writing performant, scalable, and maintainable [Golang](#), [Python](#), and [JavaScript](#) code  
Leading projects on innovative scalability initiatives and network protocol upgrades  
Improving scalability of a system serving TBs of [PostgreSQL](#) data at 10,000 requests/second  
Owning the [TypeScript SDK](#): bug/security/performance fixes, new protocol features, etc.  
Reviewing, advising on, and leading implementations of [Stellar protocol proposals](#)  
Authoring [guides](#), [blog posts](#), [documentation](#), and ecosystem [NFT standards](#)

### Georgia Institute of Technology

Aug. 2020 – Jan. 2023

Head Instructor Assistant — Applied Cryptography

[\(course link\)](#)

Providing instruction and facilitating learning for 140+ student cohorts in an online environment  
Developing [cryptanalysis](#) challenges and publishing comprehensive [course notes](#) in  $\text{\LaTeX}$   
Working closely with [Dr. Alexandra Boldyreva](#) to improve course quality

### Strivr

Summer 2019

Software Engineering Grad Intern — Virtual Reality

Integrated a “quality control” mode into [VR](#) training experiences for easy in-headset navigation  
Applied [photogrammetry](#) techniques on [Kinect](#) output to import real-world assets into VR

### Microsoft Corporation

Aug. 2016 – Apr. 2018

Software Engineer — Software-Defined Networking

Contributed to Windows’ native virtual networking manager written in [C++](#)  
Added IPv6 address support and co-authored the initial [support](#) for [Kubernetes](#) on Windows  
Crafted a multi-threaded event handler to manage networking in response to system events

### Sony Network Entertainment Int’l.

Summer 2015

Software Engineering Intern — Test Automation Infrastructure

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® Store

### CE Resource, Inc.

Jr. Software Engineer — Full Stack

Aug. 2013 – Aug. 2014

Software Engineering Intern

Summer 2013

Developed back-ends in both [PHP](#) and [Django](#) for internal and customer-facing websites  
Queried [PostgreSQL](#) databases to efficiently process terabytes of customer data

## EDUCATION

### Georgia Institute of Technology

2018 – 2020

Master of Science in Computer Science

Computational Perception & Robotics (GPA: 4.0)

Developed a pipeline transforming 2D football footage into interactive VR simulations [\(paper\)](#)  
Published ~900 pages of comprehensive  $\text{\LaTeX}$  [notes](#) on topics like [computer vision](#)

### University of California, Berkeley

2014 – 2016

Bachelor of Arts in Computer Science

Computing Systems & Graphics (GPA: 3.4)

## SKILLS POTPOURRI

**Languages:**  $\text{\LaTeX}$ , C++, Bash, QML, Rust, Solidity (in order of proficiency)

**Libraries:** Numpy, Pandas, Scikit, matplotlib, BeautifulSoup, Flask, PyNaCl (Python)  
OpenGL, SDL2, OpenAL, OpenCV, Qt5, libsodium, OpenMP (C++)  
Socket.io, WebGL (JavaScript)

**Technologies:** Docker, Kubernetes, AWS, BigQuery/Metabase, Grafana/Prometheus,  
Docusaurus, OpenAPI, P2P networking, E2E encryption, Smart contracts