

# GEORGE K.

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## PROFESSIONAL EXPERIENCE

### Stellar Development Foundation

Aug. 2020 – Present

*Sr. Software Engineer II — Platform*

Working on the API services that power the **Stellar blockchain** network: [Horizon](#), [Stellar RPC](#)  
Leading projects on scalability initiatives, protocol upgrades, and financial trading infrastructure  
Writing performant, scalable, and maintainable **Golang**, **Python**, **Rust**, and **JavaScript** code  
Improving scalability of systems 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](#)  
Mentored many engineers during onboarding, providing prompt feedback to ensure quick ramp-up  
Authoring [guides](#), [blog posts](#), [documentation](#), and ecosystem [NFT standards](#)  
Enhancing the developer tools and experience for the Stellar **smart contract** platform

### Georgia Institute of Technology

Aug. 2020 – Jan. 2023

*Head Instructor Assistant — Applied Cryptography*

[\(course link\)](#)

Provided instruction and facilitating learning for 140+ student cohorts in an online environment  
Developed **cryptanalysis** challenges and publishing comprehensive [course notes](#) in  $\text{\LaTeX}$   
Worked 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  
Improved UI consistency, working closely with designers in converting wireframes to **Unity/C#**

### 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  
Wrote 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

## EDUCATION

### Georgia Institute of Technology

2018 – 2020

*Master of Science in Computer Science*

Computational Perception & Robotics (GPA: 4.0)

Published ~900 pages of comprehensive  $\text{\LaTeX}$  [notes](#) on topics like [computer vision](#) and [ML](#)

### University of California, Berkeley

2014 – 2016

*Bachelor of Arts in Computer Science*

Computing Systems & Graphics (GPA: 3.3)

## SKILL POTPOURRI

**Languages:**  $\text{\LaTeX}$ , C++, Bash, QML, 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,  
GitBook, Docusaurus, OpenAPI, P2P networking, E2E encryption