TONY@OC.TC 651-324-2734 FEBRUARY 2017

TONY BRUESS

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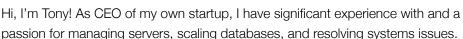
Technologies

Ubuntu ++++ Git GitHub **AWS** Rails **Nginx *** Puppet ***** Chef ***** ***** MongoDB Redis ******* Unicorn **** Jenkins ***** **HAProxy *****

Education

Stanford University — Computer Science Cretin-Derham Hall High School, Minnesota 2014 - Present 2010 - 2014

About Me 🦓



Work Experience III

Operations Intern, Slack

June 2016 - Sept 2016

- Helped transition metric system from Librato to Graphite.
- Deployed HAProxy load balancer in front of 3MM WebSocket connections.
- Improved AWS tooling used to provision new instances and create AMIs.

Site Reliability Engineer, Dropbox

June 2015 - May 2016

- Created visibility into Dropbox's performance and availability from a client-side perspective and used new insights to fix previously unseen issues.
- Reworked static content (CSS, JS, etc) storage, deployment, and distribution.
- Implemented auto renewal of SSL certificates. Improved distribution and storage.

CEO and Developer, Overcast Network

Jan 2012 - Sept 2016

- Created a unique multiplayer Minecraft experience (over 100k lines of code).
- Scaled 100+ game servers to support 100k players per week; website to over 15MM page views per month; content distribution to over 100MM asset requests per month; and a MongoDB database to over 500GB and 1B documents.
- Monitoring of and deployment to 20 Ubuntu dedicated servers using Puppet.
- Designed and developed database models, an internal REST API, dynamic game server distribution, player load balancers, and Minecraft server software.

CSS

Languages

Python

Ruby

HTML

HAML

 JavaScript
 ★★★★

 Java
 ★★★★

 Bash
 ★★★◆

▶♦♦♦

 SQL
 ★★♦♦♦

 PHP
 ★★♦♦♦

C ♦♦♦♦

Find Me

C++

tonybruess.com



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Personal Projects 💡

SportBukkit

Minecraft's server software is distributed as obfuscated Java byte code.
 SportBukkit uses patch files to de-obfuscate, add APIs, and fix bugs in Minecraft servers. Check it out on GitHub at github.com/OvercastNetwork/SportBukkit

Websites

- At Stanford, student groups need websites that can be easily updated with little maintenance required. I lead the web development for some groups, namely github.com/StanfordConcertNetwork and github.com/StanfordDanceMarathon.
- Prodeo Academy is a high-performing charter school in Minnesota with a mission to bridge the achievement gap. I lead the development of <u>prodeoacademy.org</u>.