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# TONY BRUESS

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## Technologies

Ubuntu	★★★★★
MongoDB	★★★★★
Git	★★★★★
GitHub	★★★★★
Puppet	★★★★☆
Chef	★★★★☆
AWS	★★★★☆
Nginx	★★★★☆
Rails	★★★★☆
PHP	★★★★☆
Redis	★★★★☆
Unicorn	★★★★☆
Jenkins	★★★★☆

## Languages

Python	★★★★★
Ruby	★★★★☆
HTML	★★★★☆
HAML	★★★★☆
CSS	★★★★☆
JavaScript	★★★★☆
Java	★★★★☆
Bash	★★★★☆
SQL	★★★★☆
PHP	★★★★☆
C++	★★★★☆
C	★★★★☆

## Find Me

🌐 [tonybruess.com](http://tonybruess.com)  
🌐 [overcast.network](http://overcast.network)

🐙 [/tonybruess](https://github.com/tonybruess)  
🐙 [/OvercastNetwork](https://github.com/OvercastNetwork)

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## Education

Stanford University — Computer Science 2014 - Present  
Cretin-Derham Hall High School, Minnesota — 4.0 GPA 2010 - 2014

## About Me

Hi, I'm Tony! As CEO of my own startup, I have significant experience with and a passion for managing servers, scaling databases, and resolving systems issues.

## Work Experience

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 15 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.

## 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](https://github.com/OvercastNetwork/SportBukkit)

## Websites

- At Stanford, student groups need websites that can be easily updated with little maintenance required. I lead the development student groups websites, namely [github.com/StanfordConcertNetwork](https://github.com/StanfordConcertNetwork) and [github.com/StanfordDanceMarathon](https://github.com/StanfordDanceMarathon).
- Lead the development of [prodeoacademy.org](https://prodeoacademy.org). Prodeo is a high-performing charter school in Minneapolis, MN with a mission to bridge the achievement gap.