

Zhou Chong (Logan)

Birth: 1985.11

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Objective

A position to focus on data mining/processing. It would be better if I could contribute open source projects.

Strengths

Proficient or familiar with a vast array of programming languages, and their concepts. Including, but not limit to: C# (including TPL, async/await, dynamic IL generation), C++ (including C++11 features), Python, Ruby, Java, Actionscript 3 (and its assembly), Objective-C (without Cocoa), Erlang, Common Lisp.

Proficient or familiar with parallel/concurrent computation models: C#/TPL, Erlang/Actor, Python/gevent.

Big fan of meta programming, especially in C++ and Python. All I love is writing short, declaritive and maintainable code.

Enjoy creating and maintaining tool chains to make work and life easier (e.g. updating html/pdf of this resume).

Mac OS user, familiar with Bash, Zsh, VIM and Emacs(with vim-mode).

StarCraft I/II player.

Experience

2012.12 - present, Playcool (Alternate: Icee)

Project: Game Sharp

- The foundation of all mobile games' servers of Icee.

Responsibility

- C# Network framework using async/await (.Net framework 4.5).
- Automatic code generation for protocols using google-protobuf.
- C++ client library, including a lock-free ring buffer and automatic code generation.

Project: Social Card (code name) *Leader Engineer*

Responsibility

- Game server application development.
- Dev server setup and configuring.
- Plan scheduling.
- Client storage library.

2011.7 - 2012.12, Terminus Infomation Technology Limited.

Project: Web Game Abyss

- A massive-multiplayer online game based on Flash 3D. The only project of this startup company.

Responsibility *Leader Engineer of Game Server.*

- Designed a cross platforms(Mac OS X, Windows) server side development and testing solution.
- Designed server architecture, protocols between several servers, using: boost.asio, zeromq.
- Designed and implemented multiplayer battle server, with C++(including C++11 features) and python.
- Designed and implemented game logic scripting with python, which is being used by all game designers.
- Designed the smoke testing solution with Erlang.
- Maintaining scene editor (in Flash 3D).

2010.7 - 2011.7 MochiMedia.com (SNDA Group)

Project: MochiMedia.com Localization

- Developing MochiMedia's business in China with the resources of SNDA Game. Includes: connecting Chinese Flash game developers, building website of Flash games for Chinese player.

Responsibility *Leader Engineer of maqiu.cn (been closed)*

- Adapted SNDA Game's accounting, payment and currency system to MochiMedia.

- Ported SNDA Candy (a social network for SNDA Game users) SDK to Python.
- Maintaining MochiMedia's exchanging system in Erlang.

2009.7 ~ 2010.7 fuwo.com

Project 1/2: fuwo.com

- A website, written in Python/Django, connecting decoration companies and their (potential) users.

Responsibility *Leader Engineer*

- Designed the architecture of the website.
- Dev scheduling and task assigning.
- Wrote basement components, e.g. image saving and auto thumbnailing.
- Performance turning.

Project 2/2: iFuwo 3D Decoration Simulator

- A Windows 3D modeling software, written in C#/WPF, for users to simulate and share their ideas of decoration.

Responsibility *Algorithm specialist Engineer*

- Calculation of minimal costing of wiring (using "Dijkstra Shortest Path" and "Minimal Spanning Tree").
- C# XML serialization/deserialization (not the built-in one. The built-in one does not support generic type, but ours does for specified cases).
- Undo / Redo support.
- 3D camera control.

Education

2005 - 2009, Shanghai Maritime University, Bachelor.

Misc

Lastest version of this resume:

- HTML: <http://xorcerer.github.io/logan-zhou-resume.html>
- PDF: <http://xorcerer.github.io/logan-zhou-resume.pdf>
- Text / Markdown: <http://xorcerer.github.io/logan-zhou-resume.md>