

# Zhou Chong (Logan)

Updated version of this resume: [\[html\]](#) [\[pdf\]](#) [\[markdown/text\]](#)

**Birth:** 1985.11

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## Objective

A position to focus on data mining/processing with proper algorithms. 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: Python, Ruby, C++ (including C++11 features), C#, Java, Actionscript 3 (and its assembly), Objective-C (without Cocoa), Erlang, Common Lisp.

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

**2011.7 - present, 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*

(The site had 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).
- 3D camera control.

## **Education**

2005 - 2009, Shanghai Maritime University, Bachelor.