# 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, Actionscipt 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>