Résumé: Guangcong Luo

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QUALIFICATIONS

Software developer and Web developer since 2008. Experience running large servers (over 10,000 concurrent users). Knowledge of user interface design and cryptography.

EDUCATION

B.S. Computer Science (May 2014)
University of Minnesota—Twin Cities
Courses taken include: User Interface Design, Cryptography, Graphics, Advanced Algorithms

WORK EXPERIENCE

Founder, Pokémon Showdown (Open Source), 2011–now
- Wrote the entire stack, graphics to UI to authentication scheme to server
- Revenue-generating site; current usage of over 1 million unique visitors per month
- Scaled to handle >10,000 concurrent users, with MySQL, Node, and multi-process optimizations
- One optimization cut bandwidth by 95% by switching from JSON to handwritten protocol
- Fixed a bug in upstream WebSocket library after getting hit by a zero-day DoS attack
- Uses a lot of uncommon techniques like HTML5 drag-and-drop, accessibility features, wildcard domains

Lead Developer, Cora Cove, 2012
- Trained coworkers in HTML/CSS/JavaScript
- Led a project to create a form processing single-page app in Backbone.js
- The form was exported in PDF; fixed bugs in Python PDF library

Developer, Warzone 2100 Project (Open Source), 2009–2011
- Improved UI, gameplay, and graphics
- Worked in C
- Designed and developed website, including addons database and game manual

Web Development Contractor, Zeba Consulting, 2011
- Worked on web applications and mobile applications for a presidential campaign
- Did QA testing for presidential campaign website
- Designed iPhone application for campaign

SKILLS

Programming languages: JavaScript, C, PHP, Python, C++, Java
Web technologies: HTML 5, CSS 3, MySQL
Libraries/frameworks/platforms: jQuery, Backbone.js, Node.js, Apache, Qt
Version control: Git, Subversion