Cory Long

Software Engineer

Online Resume & Showcase

GitHub

(904) 673-8990

goosepostbox@gmail.com

Professional Goals

I am seeking new opportunities in Software Development. I pride myself on contributing quality code that is easy to read, extendable, and well documented. I'm seeking a team doing great work that will challenge me to be my best.

Technical Skills And Experience

JavaScript, VueJS, PHP, C#, Python
UX Design, Elasticsearch, Load Balancers
AWS Cloud, Database Management, Linux Sys Admin

Experience

HC Brands — **Software Developer** — 2015-2018
My responsibilities included migrating their brands from ASP.net to PHP on a Magento platform, developing a feature rich design wizard for creating customized products, developing systems to interact with Amazon and other 3rd party sellers, automating shipping labels, creating reporting systems, and several other internal tools.

Meteor Education — **Software Developer** — 2018-Present
I am presently employed with Meteor Education. I've worked remotely since 2018 with a team from across the country. My responsibilities include creating and maintaining feature rich systems for employees and schools to manage quotes, projects, purchase orders, invoices, vendors, inventory, and other essential functions.

Project Showcase

Product Customization Engine

This [Product Customization Engine](#) was built using HTML5 Canvas and Fabric.JS by me and a small team. I helped implement features including curved text, monochroming images, shapes, a large font selection, bulk ordering, and much more. It's still used over six years later.

MeTEOR Connect Insights

[MeTEOR Connect Insights](#) allows schools to order products, manage quotes, service requests, and more. It makes heavy use of Elasticsearch for fast load times and excellent search results.

Merchant of the Six Kingdoms

[Merchant of the Six Kingdoms](#) is a steam game I created over three years. It includes a complex freeform bartering gameplay mechanic. It has a >90% review score.

Landgrab

[LandGrab](#) is a game where players build empires and fight for control of the world. It makes heavy use of advanced features of the Google Maps API.

Sebastian Lague Chess Challenge

For the Sebastian Lague Chess Challenge, I created a bot [Rules of Thumb](#) inspired by my favorite chess book. My bot placed 253 out of 629.

Published Articles on Software

[CSS-Tricks](#)
[Working Towards Better Naming](#)

[IT Hare](#)
[How to consume an API](#)

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