Gregory Shuflin

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neunenak.github.com

Qualifications and interests

Motivated, professional computer scientist with broad expertise across several disciplines of industry software development:

- Network programming and troubleshooting (OSI model layer 2-4, TCP/IP, IPv6, Ethernet), hardware and software packet processing, embedded Linux hardware bringup, writing clear and maintainable C and C++. Can solder if necessary.

- Full-stack web development for cloud environments, PostgreSQL/SQLite, Nginx, Ruby on Rails, Django (Python), modern Javascript (frontend and Node.js) and Javascript tooling (grunt/webpack/npm). I'm a fan of React.js.

- Linux system administration in production environments, Docker containerization, AWS/terraform experience. `uptime -p` on the Arch Linux box under my desk is `up 11 weeks, 1 day, 6 hours, 20 minutes` as of this writing.

- Programming language design, parsing theory, Hindley-Milner type inference, strongly-typed functional programming languages, dependant types, Scala, Haskell, Elm, Rust, a little Idris. Can speak at length about why Rust is exciting.

Education

University of California, Berkeley   *August 2007 - December 2012*
Bachelor of Arts, Computer Science, Linguistics, Japanese Language
Selected coursework: AI, Compilers, Operating Systems, Algorithms, Data Structures, Computer Graphics

Professional Experience

- **3D Robotics**   Berkeley, CA
  Senior Software Engineer   *June 2017 - present*
    - Primarily responsible for feature development and ensuring uptime on a Scala REST API backend powering drone photo photogrammetry and computer vision
    - Close collaboration with product management to rapidly implement construction-industry driven feature requests
    - Experience with integrating various domain-specific technologies including Tensorflow/OpenCV computer vision stack
    - Efficient management and troubleshooting of AWS cloud services, and Docker containerization of extant services to save money on compute power

  Cisco Meraki   San Francisco, CA
  Software Engineer   *May 2013 - June 2017*
    - Primarily responsible for feature development and support of several different models of cloud-managed Ethernet switches and WiFi access points
    - Healthy mix of embedded Linux firmware development on networking hardware (C++) and full stack web development (Rails/Javascript/Scala backend) in a multi-server environment
    - Designed and built WiFi statistics monitoring widget with d3 + React, looks cool in demos and saved at least one deal

- – Regularly troubleshoots networking hardware and software in dogfood and production network environments

- **Waypoint Homes** Oakland, CA
  Software Developer (Summer Internship) *May 2011 - August 2011*
  - – Built a custom iPad app to improve the efficiency of real estate inspectors in environments with weak network connectivity, including writing documentation
  - – Rewrote and overhauled Salesforce/Apex-based business logic for real estate pricing calculations
  - – Adapted HTML5/Javascript-based mapping applications to work effectively in mobile device browsers

Open-source Projects

See `http://neunenak.github.io` for additional projects

Untrusted (`alex.nisnevich.io/untrusted`) An open-source browser-based roguelike game where the player must edit the game's code to progress. One of two primary developers. Early version won 1st place in Spring 2013 Berkeley CSUA Hackathon,

Hilite (Rust port)(`https://crates.io/crates/hilite`) Rust port (with a few new features) of Hilite, a simple command-line utility to highlight stderr output, useful for build systems.