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# TONY BRUESS

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## Technologies

Ubuntu	◆◆◆◆◆
Git	◆◆◆◆◆
GitHub	◆◆◆◆◆
AWS	◆◆◆◆◇
Rails	◆◆◆◆◇
Nginx	◆◆◆◆◇
Puppet	◆◆◆◆◇
Chef	◆◆◆◆◇
MongoDB	◆◆◆◆◇
Redis	◆◆◆◆◇
Unicorn	◆◆◆◆◇
Jenkins	◆◆◆◆◇
HAProxy	◆◆◆◆◇

## Languages

Python	◆◆◆◆◆
Ruby	◆◆◆◆◇
HTML	◆◆◆◆◇
HAML	◆◆◆◆◇
CSS	◆◆◆◆◇
JavaScript	◆◆◆◆◇
Java	◆◆◆◆◇
Bash	◆◆◆◆◇
SQL	◆◆◆◆◇
PHP	◆◆◆◆◇
C++	◆◆◆◆◇
C	◆◆◆◆◇

## Find Me

🌐 [tonybruess.com](http://tonybruess.com)  
🌐 [overcast.network](http://overcast.network)

🐙 [/tonybruess](https://github.com/tonybruess)  
🐙 [/OvercastNetwork](https://github.com/OvercastNetwork)

🌐 [/in/tonybruess](https://www.linkedin.com/in/tonybruess)  
📘 [/tonybruess](https://www.facebook.com/tonybruess)  
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☁️ [/tonybruess](https://www.youtube.com/channel/UC...)

## Education

Stanford University — Computer Science	2014 - Present
Cretin-Derham Hall High School, Minnesota	2010 - 2014

## About Me

Hi, I'm Tony! As CEO of my own startup, I have significant experience with and a passion for managing servers, scaling databases, and resolving systems issues.

## Work Experience

Operations Intern, Slack	June 2016 - Sept 2016
<ul style="list-style-type: none"><li>- Helped transition metric system from Librato to Graphite.</li><li>- Deployed HAProxy load balancer in front of 3MM WebSocket connections.</li><li>- Improved AWS tooling used to provision new instances and create AMIs.</li></ul>	

## Site Reliability Engineer, Dropbox

June 2015 - May 2016

- Created visibility into Dropbox's performance and availability from a client-side perspective and used new insights to fix previously unseen issues.
- Reworked static content (CSS, JS, etc) storage, deployment, and distribution.
- Implemented auto renewal of SSL certificates. Improved distribution and storage.

## CEO and Developer, Overcast Network

Jan 2012 - Sept 2016

- Created a unique multiplayer Minecraft experience (over 100k lines of code).
- Scaled 100+ game servers to support 100k players per week; website to over 15MM page views per month; content distribution to over 100MM asset requests per month; and a MongoDB database to over 500GB and 1B documents.
- Monitoring of and deployment to 20 Ubuntu dedicated servers using Puppet.
- Designed and developed database models, an internal REST API, dynamic game server distribution, player load balancers, and Minecraft server software.

## Personal Projects

### SportBukkit

- Minecraft's server software is distributed as obfuscated Java byte code. SportBukkit uses patch files to de-obfuscate, add APIs, and fix bugs in Minecraft servers. Check it out on GitHub at [github.com/OvercastNetwork/SportBukkit](https://github.com/OvercastNetwork/SportBukkit)

### Websites

- At Stanford, student groups need websites that can be easily updated with little maintenance required. I lead the web development for some groups, namely [github.com/StanfordConcertNetwork](https://github.com/StanfordConcertNetwork) and [github.com/StanfordDanceMarathon](https://github.com/StanfordDanceMarathon).
- Prodeo Academy is a high-performing charter school in Minnesota with a mission to bridge the achievement gap. I lead the development of [prodeoacademy.org](http://prodeoacademy.org).