

## ANDREW STEINBORN

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### OBJECTIVE

Create effective, high-quality, durable software solutions as a software developer, working independently or as part of a team

### PRIOR EXPERIENCE

**Standing Pixel, LLC**, Remote (April 2017 – Present)

*Standing Pixel is an umbrella organization for my personal projects.*

- Managed farm of virtual servers running Ubuntu 16.04 LTS
- Designed and developed websites using modern web technologies

**Assembli LLC**, New Canaan, CT (Remote) (March 2017 – January 2018)

- Developed new *Minecraft* server modifications, along with associated backend software
- Led several major projects to completion and engendered leadership amongst team members
- Triaged issues in software and resolved technical issues

**Tebex Limited**, Nottingham, UK (Remote) (November 2015 – August 2017)

- Developed a new *Minecraft* modification for the gaming commerce platform *Buycraft*
- Collaborated on the development of a new REST API for the Buycraft g-commerce service

**The Chunk LLC**, New Canaan, CT (Remote) (August 2013 – December 2015)

- Developed new *Minecraft* modifications for a large server, along with associated backend software
- Performed system administration on a small farm of servers running Ubuntu 12.04 and 14.04 LTS
- Boosted network player count from approximately 300 players in October 2013 to approximately 1,500 in March-April 2014
- Helped plan new features to add to the server
- Triaged issues in software and resolved technical issues

### EDUCATION

**University of West Georgia**, Carrollton, GA (August 2017 – Present)

- Expect to major in Computer Science

### SKILLS

#### TECHNICAL

- Experienced with Java, Go, Python, PHP, JavaScript, HTML, and CSS
- Familiar with Django, Node.js, Git, Redis, and MySQL
- Basic knowledge of Laravel, MongoDB, and PostgreSQL
- Proficient with using Windows, macOS, and Ubuntu

#### WORK ETHIC

- Strong communicator (using communication platforms such as email, Skype, and Slack) and have an extensive vocabulary
- Methodical, highly motivated, discerning, and determined to make every project a success
- A team player who works best in a small team

## PROJECTS

**RedisBungee** (2013) – <https://github.com/minecrafter/RedisBungee>

A cross-proxy synchronization system for BungeeCord, a popular Minecraft proxy solution.

**BuycraftX** (2015) – <https://github.com/BuycraftPlugin/BuycraftX>

The official cross-platform plugin for the *Buycraft* e-commerce service, which I redeveloped while working at Tebex Limited.

**Voxelwind** (2016) – <https://github.com/voxelwind/voxelwind>

A proof-of-concept *Minecraft Bedrock* server, designed to experiment with providing highly-scalable Minecraft server on commodity hardware.

**Package Savant** (2016) - <https://github.com/minecrafter/package-savant>

A proof-of-concept Maven repository hosting solution written in Go and intended for constrained devices such as a cheap VPS or a Raspberry Pi.

**CraftServers.net** (2017) – <https://www.craftservers.net>

A Minecraft server list that allows players to easily learn about new servers, developed using Django, PostgreSQL, and Celery.