

# GREGORY SHUFLIN

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## Qualifications and interests

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

- Network programming and troubleshooting (layer 2 and 3), hardware and software packet processing, embedded Linux hardware bringup, writing clear and maintainable C and C++. Can solder if necessary.
- Full-stack web development, PostgreSQL, Ruby on Rails, Django (Python), modern frontend Javascript (jQuery, underscore), frameworks (backbone, react) and build tools (grunt). I'm a fan of React.js.
- Programming language design, parsing theory, Hindley-Milner type inference, strongly-typed functional programming languages, Scala, Haskell, Elm, Rust. Can speak at length about why Rust is exciting.
- Natural language processing (NLP). Linguistic science, particularly human language typology and universals and Japonic linguistics. Took two semesters of Georgian in college.

## Education

**University of California, Berkeley**

*August 2007 - December 2012*

*Bachelor of Arts, Computer Science, Linguistics, Japanese Language*

Relevant Coursework: Artificial Intelligence, Compilers, Operating Systems, Algorithms, Data Structures, Computer Graphics, 4th year Japanese Language

## Professional Experience

- **Cisco Meraki** San Francisco, CA  
*Software Engineer - Ethernet switch team* *May 2013 - present*
  - primarily responsible for feature development and support of several different models of cloud-managed ethernet switches
  - healthy mix of embedded linux firmware development networking hardware (C++) and frontend web development on the web dashboard (Ruby on Rails/postgreSQL stack, frontend Javascript, a little Scala)
  - troubleshooting and debugging packet flow issues in 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](http://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.

## Leadership and Affiliations

### **Eagle Scout, Boy Scouts of America**

*October 2007*

Troop 103, Mission Peak District, San Francisco Bay Area. Eagle Project: designed and built a retaining wall and planter structure for a local school

### **Network Manager, Berkeley Student Cooperative**

*August 2008 - December 2011*

Elected leadership position in cooperative student housing residences. In charge of maintaining house-wide network and computer systems.