FastAsyncWorldEdit & PlotSquared

Category: Open Source Development | Date: 2014-Present

Coming Soon

This case study is currently under development. Check back soon for the full story about my contributions to FastAsyncWorldEdit and PlotSquared, two major Minecraft server plugins that revolutionized world editing capabilities.

What to Expect

- The technical challenges of scaling from 50,000 server-crashing edits to billions without interruption
- How these tools power a $2 billion game brand
- The collaborative development process with global contributors
- Performance optimization techniques and architectural decisions

In the meantime, you can explore these projects on GitHub:

- **FastAsyncWorldEdit Repository**
- **PlotSquared Repository**

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