

Jeffrey Uong

Software Developer

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Programming

API

Tools

Cloud Services

Source Control

Platforms

C++, C, Python(Familiar), Shell Scripting, GLSL, CMake

Google Test, Jenkins, OpenGL, Qt 5+, OpenGL

Visual Studio, Clion, XCode, GDB, Valgrind

Amazon Web Services, Digital Oceans

Perforce, Git, SVN

Linux, Mac OSX, Windows

Projects

Core Programmer

8/16 – 12/16

Build Breaker

Solo Project

Raspberry Pi LED Panel, Python, C++

- Used MySQL to record data on teammates to help teams be aware of their progress
- Query Jenkins to notify the Raspberry Pi a build state for the project
- Displayed Images of users to clearly distinguish a broken build
- Used Python Scripts to query data from Jenkins and Perforce to record data
- Tracked server usage using Jenkins and Perforce API to cut server cost
- Analyzed Perforce user data using MySQL to inquire working habits

Build Engineer, Core Engine C++

8/16 – 12/16

Berserker Breakers

7 Programmers

3D, Custom Engine, C++

- Used AWS EC2 to create a server to host Perforce for version control
- Created a Jenkins instance using AWS EC2 to apply Continuous Integration (CI) for stable builds
- Wrote Unit Tests using Google Test to make sure code performs as expected
- Used Jenkins for Continuous Delivery (CD) to deploy a project ready to ship at all times
- Created a Slack bot that gave teammates analytics about their progress and habits on the project

Graphics and Tools Programmer

1/16 - 4/16

Kinect AR Plugin, C++

2 Programmers

- Developed an SDK to help create C++ application for the sandbox
- Made a C++ prototype framework to ensure the project could work
- Wrote a build system using CMake to link and build the project on windows platform

Build Engineer, Programmer

1/16 - 4/16

Sand Garden

11 Programmers, 4 Artist

3D, Custom Engine, C++

- Set up the build system using CMake to aid cross platform support
- Integrated Wwise C++ API to aid sound designers iterate faster
- Used Qt5 to create UI for designers to easily modify properties during runtime

Graphics Programmer

10/14 - 10/15

Octopuckle

4 Programmers

2D, Custom Engine, C++

- Implemented a 2D graphics engine using OpenGL to render game objects
- Added Post Process effects to enhance gameplay feedback experience
- Integrated FMOD Studio C++ API to get Sound Designers an iterative environment

Education
