DOYLE T.

Print Friendly Summary: doy-lee.github.io/doylet_resume_summary.pdf

DETAIL

This Resume: doy-lee.github.io
Email: doylet@protonmail.com
Github: github.com/doy-lee
Flickr: flickr.com/doy-lee

RESUME QR CODE

EDUCATION

2014-2017 **UNIVERSITY OF NEW SOUTH WALES** Bachelor of Science (Computer Science)

PROGRAMMING PROJECTS

ON-GOING PERSONAL TOOLS
SOLO PROJECT(S) (github.com/doy-lee/)
Personal tool(s) custom built to improve productivity.
C++, Win32

2017 MAY DTRENDERER
SOLO PROJECT (github.com/doy-lee/DTRenderer)
Low-level software renderer from (mostly) first principles for learning.
C subset of C++, Win32

2017 APR DCHIP8
SOLO PROJECT (github.com/doy-lee/dchip-8)
Create a CHIP8 interpreter with minimal libraries.
C subset of C++, Win32

2016 NOV
2017 APR MATH MASHER
TEAM ROLE: Lead Dev, Game/Asset Designer (doy-lee.github.io/luneaustralia)
(archive only)
Educational Android/iOS game teaching basic math interactively for kids.
C++, DOS Batch, Photoshop, Cocos2Dx Game Library, Audacity

2016 JUN
2016 DEC DENGINE
SOLO PROJECT (github.com/doy-lee/dengine)
Basic 2D Game Engine with minimal libraries with the goal of learning.
C subset of C++, OpenGL, GLFW, GLEW, Sean Barrett STB Libs, OpenAL

WORK EXPERIENCE

2018 FEB
CURR **LOKI**
Developer
- Github (github.com/loki-project/loki/commits?author=Doy-lee)
- Bug fix and improve the Loki Blockchain Protocol
- Implement Service Nodes (2nd layer soln.) on Cryptonote Protocol
- docs.loki.network/ServiceNodes/SNOverview/
- Add checkpointing (mitigate 51% attacks) via Service Nodes
- github.com/loki-project/loki-improvement-proposals/blob/master/LIPS/LIP-3.md

2017 AUG
2017 NOV **WARGAMING SYD**
Intern Software Engineer
- Client Tools Team | C++11, Qt, Jira, Perforce, Plastic
- Working on internal tooling app for assisting content creation.
- Bug fix and implement 21 tickets for tools over a span of 3 months.

SKILLS/INTERESTS

C | C++ | Java | HTML/CSS | Photography | Photoshop | After Effects/Premiere