

# DOYLE T.

Print Friendly Summary: [doy-lee.github.io/doylet\\_resume\\_summary.pdf](http://doy-lee.github.io/doylet_resume_summary.pdf)

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## DETAIL

This Resume: [doy-lee.github.io](http://doy-lee.github.io)

Email: [doylet@protonmail.com](mailto:doylet@protonmail.com)

Github: [github.com/doy-lee](https://github.com/doy-lee)

Flickr: [flickr.com/doy-lee](https://www.flickr.com/photos/doy-lee/)

## RESUME QR CODE



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## EDUCATION

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

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## SIDE PROJECTS

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| ON-GOING | <b><u>DQN LIBRARY</u></b><br><b><u>KAY ENGINE</u></b><br><b><u>NOVEL</u></b> | <b>Personal Utility Library C++</b> ( <a href="https://github.com/doy-lee/dqn">github.com/doy-lee/dqn</a> )<br><b>2D Game/Media Engine C++</b><br><b>Mobile Interactive Fiction for Education using KAY ENGINE</b>   |
| 2017     | <b><u>DTRENDERER</u></b><br><b><u>DCHIP8</u></b>                             | <b>3D Software Renderer from First Principles</b> ( <a href="https://github.com/doy-lee/DTRenderer">github.com/doy-lee/DTRenderer</a> )<br><b>CHIP8 Interpreter</b> ( <a href="https://github.com/doy-lee/dchip-8">github.com/doy-lee/dchip-8</a> )<br><i>Solo: C/C++, Win32</i> |
| 2017     | <b><u>MATH</u></b><br><b><u>MASHER</u></b>                                   | <b>Educational Mobile Math Game</b> ( <a href="http://doy-lee.github.io/luneaustralia">doy-lee.github.io/luneaustralia</a> ). (archive only).<br><i>Lead Dev, Game/Asset Designer: C/C++, Tooling, Photoshop, Cocos2Dx, Audacity</i>   |
| 2016     | <b><u>DENGINE</u></b>  | <b>Basic 2D Game Engine For Learning</b> ( <a href="https://github.com/doy-lee/dengine">github.com/doy-lee/dengine</a> )<br><i>Solo: C/C++, OpenGL, GLFW, GLEW, Sean Barrett STB Libs, OpenAL</i>  |
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## WORK EXPERIENCE

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| 2018 FEB<br>CURR     | <b><u>LOKI</u></b><br>Blockchain<br>Engineer        | <b>Blockchain Team</b> ( <a href="https://github.com/loki-project/loki/commits?author=Doy-lee">github.com/loki-project/loki/commits?author=Doy-lee</a> ) <ul style="list-style-type: none"><li>• C++14, Boost, Cmake, CI, Cryptography, Open Source</li><li>• Implement Service Nodes (2nd layer) on Cryptonote Protocol</li><li>• <a href="https://docs.loki.network/ServiceNodes/SNOOverview/">docs.loki.network/ServiceNodes/SNOOverview/</a></li><li>• Implement Checkpointing (mitigate 51% attacks) via Service Nodes</li><li>• <a href="https://github.com/loki-project/loki-improvement-proposals/blob/master/LIPS/LIP-3.md">github.com/loki-project/loki-improvement-proposals/blob/master/LIPS/LIP-3.md</a></li><li>• Implement Loki Name System (DNS via Blockchain)</li><li>• <a href="https://docs.loki.network/LokiServices/Messenger/LokiNameSystem/">docs.loki.network/LokiServices/Messenger/LokiNameSystem/</a></li><li>• Handling builds and distribution (Win, Linux, OSX, Android)</li><li>• Bug fix &amp; improve/create tooling for blockchain inspection and testing</li></ul> |
| 2017 AUG<br>2017 NOV | <b>WARGAMING SYD</b><br>Intern Software<br>Engineer | <b>Client Tools Team</b> <ul style="list-style-type: none"><li>• C++11, Qt, Jira, Perforce, Plastic</li><li>• Working on internal tooling app for assisting content creation.</li><li>• Bug fix and implement 21 tickets for tools over a span of 3 months.</li></ul>  |
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## SKILLS/INTERESTS

C/C++

Systems Programming

Metaprogramming/Tooling

HTML/CSS

Photography