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

DETAIL

This Resume: doy-lee.github.io
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Github: github.com/doy-lee
Flickr: [flickr.com/doy-lee](https://www.flickr.com/photos/doy-lee/)

RESUME QR CODE



EDUCATION

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

WORK EXPERIENCE

2018 FEB CURR	LOKI Blockchain Engineer	Blockchain Team (github.com/loki-project/loki/commits?author=Doy-lee) <ul style="list-style-type: none">• C++14, Boost, CMake, CI, Cryptography, Open Source, Windows/Mac/OSX/Android• Derive incentivised nodes from Blockchain with custom cryptographic registration, unlocking and locking funds transactions, P2P behaviour metrics and voting mechanism to kick bad nodes out over a distributed network.• SN Enforced Block Checkpointing (mitigate 51% attacks). Previously manually updated every network-wide upgrade, SN's autonomously vote over P2P, lock blocks and handle conflicting alternative-chains to provide stronger guarantees on the Blockchain at the tip.• Add Loki Name System (DNS via Blockchain). Name records for wallets, messenger and website domains via Lokinet stored on the Blockchain with expiration, ownership and transfers/updating via private-public key cryptography, a end user API via JSON RPC and stored into SQLite.• Handling builds and distribution via Windows, Linux, OSX, Android, including coordinating time-sensitive network wide upgrades (i.e. Hardforks) and critical fixes in production.• Bug-fix/improve/create tooling for the Service Node network including a re-write of the Monero testing framework and creating in-house integration tests using named pipes over multi-process.
2017 AUG 2017 NOV	WARGAMING SYD Intern Software Engineer	Client Tools Team <ul style="list-style-type: none">• 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.

SIDE PROJECTS

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