



Jesse 'Jeaye' Wilkerson

C++ Engineer
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Singapore, 438646

OBJECTIVE

Seeking an engaging position to challenge both myself and C++ to produce the most suitable code possible

SKILLS

- C++11 and C programming
- Passion for type-rich template meta-programming
- Passion for Linux administration and UNIX-based development
- Object-oriented and generic paradigms, RAII, and C++ stdlib concepts
- Multi-threaded, asynchronous environments
- Android (Java/JNI), iOS, SDL (1.2, 1.3), Qt (4.x)
- BSD Sockets, Boost.Asio networking
- 2D/3D Graphics in OpenGL (3+)
- Familiarity with Mozilla's Rust, C#, and Java programming
- Comfortable with Git, BASH, and UNIX environments/build systems
- Development on Windows, Linux, and Mac OS X

EMPLOYMENT HISTORY

C++ Software Engineering Consultant (6/14 - Present)

Singapore

- Integrated Ogre3D 1.9 into an existing 2D game engine
- Profiled both rendering and model code to find bottlenecks
- Implemented tools for porting Unity3D shaders to Ogre & GLSL

C++ Engineer SDE2 (5/13 - 6/14)

TinyCo, San Francisco, CA

- Code-reviewed (and controlled) changes to the source daily
- Mentored others on best C++ practices and design
- Presented tech talks about C++11 and other C++ topics
- Identified systems to refactor for improved
 - ↳ Performance, maintainability, and flexibility

C++ Engineer SDE1 (8/12 - 5/13)

TinyCo, San Francisco, CA

- Developed client-side iOS/Android games (C++, Java, ObjC)
- Completed gameplay features per-spec
 - ↳ Contributed to the spec and offered suggestions
- Catalyzed several changes to workflows and coding standards
 - ↳ Introduced continuous integration and unit testing
 - ↳ Contributed documentation and tutorials

EDUCATION

Bachelor of Science in Game Development

Full Sail University, Florida

GPA: 3.45 (withdrawn in good standing)

- Development and maintenance of PC games in small groups
- Engineering and maintenance of a persistent world, networked game