

# Jesse 'Jeaye' Wilkerson

C++ Software Engineer contact@jeaye.com

http://jeaye.com

http://github.com/jeave

### **OBJECTIVE**

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

#### NUTSHELL

- → Idiomatic, safe C++14
- → Systems-level library development
- Multi-threaded, asynchronous environments
- → Type-rich APIs with template metaprogramming
- → Passion for functional programming
- → Passion for Linux administration and development → Willing to travel

### **MISCELLANEOUS**

- → American citizen
- → Native English proficiency
- → Experience with remote collaboration
  - → Across time zones
  - → Multicultural

#### **EXPERIENCE**

# Senior Software Engineer (3/15 - Present)

Furthington Studios

- → Developed Android/iOS games in Unity 5
- → Lead game implementation using type-safe, asynchronous C# APIs
- → Implemented game backends in C++14 using Crow

# Senior Server Engineer (8/14 - 3/15)

Eyeball Networks

- → Maintained 5 different C++14 servers
  - ▶ Protocols including SIP, STUN/TURN, and XMPP
- Extended and refactored systems to provide more
  - Type safety, memory safety, and thread safety
- Worked extensively with GNU-oriented build systems
- Introduced continuous integration testing and reviewing systems

### C++ Engineer SDE2 (8/12 - 6/14)

TinyCo, San Francisco, CA

- → Developed client-side iOS/Android games (C++, Java, ObjC)
- 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
- Catalyzed several changes to workflows and coding standards
  - Introduced continuous integration and unit testing

# **Open Source Developer (4/11 - Present)**

https://github.com/jeaye

- Thousands of contributions per year over dozens of projects
- Projects include game engines, compilers, vim plugins, and more

#### **RECOMMENDATIONS**

http://jeaye.com/recommendations