Jesse 'Jeaye' Wilkerson

Senior C++ Engineer
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OBJECTIVE

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

SKILLS

- Idiomatic, safe C++14
- Systems-level library development
- Multi-threaded, asynchronous environments
- Modern C++ threading, Boost.Asio networking
- 2D/3D Graphics in modern OpenGL (3+)
- Passion for Linux administration and UNIX-based development

EXPERIENCE

Senior Server Engineer (8/14 - Present)   *Eyeball Networks, Singapore*

- Maintained 5 different C++14 servers
  - Protocols including SIP 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 (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GPA: 3.45 / 4.00 (withdrawn in good standing after 2 years)