



Jesse 'Jeaye' Wilkerson

C++ Software Engineer

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<http://jeaye.com>

<http://github.com/jeaye>

OBJECTIVE

Seeking an engaging position to challenge both myself and my environment to produce the safest code possible

NUTSHELL

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

MISCELLANEOUS

- American citizen
- Native English proficiency
- Experience with remote collaboration
 - Across time zones
 - Multicultural
- Willing to travel and relocate

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>