Jesse 'Jeaye' Wilkerson

Software Engineer
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https://jeaye.com
https://github.com/jeaye

OBJECTIVE

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

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NUTSHELL

→ Passion for Clojure and functional programming
→ Idiomatic, safe C++14
→ Systems-level library and engine 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

Software Engineer SDE3 (3/16 - Present)   *TinyCo, San Francisco*

→ TBD

Senior Software Engineer (3/15 - 2/16)   *Furthington Studios, Singapore*

→ 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, Singapore*

→ 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*

→ 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 and safety
→ Catalyzed several changes to workflows and coding standards

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

→ https://jeaye.com/recommendations