

Jesse 'Jeaye' Wilkerson

C++ Software Engineer contact@jeaye.com http://jeaye.com http://github.com/jeave

38 Ipoh Lane #14-02 Singapore, 438646

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 development → Willing to travel (no relocation)

MISCELLANEOUS

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

EXPERIENCE

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 (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→ GPA: 3.45 / 4.00 (withdrawn in good standing after 2 years)

RECOMMENDATIONS

http://jeaye.com/recommendations