



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

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

- Developed cross-platform mobile games using C++11
- Designed and realized passive code review process
- Presented tech talks about practical functional programming

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

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>