Jesse 'Jeaye' Wilkerson

C++ Software Engineer

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http://jeaye.com
http://github.com/jeaye

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438646

OBJECTIVE

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

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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

MISCELLANEOUS

→ American citizen
→ Native English proficiency
→ Experience with remote collaboration
  → Across time zones
  → Multicultural
→ Willing to travel (no relocation)

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→ GPA: 3.45 / 4.00 (withdrawn in good standing after 2 years)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