

# RJ Hickok

robertjctrl@gmail.com

(737)465-9750

Los Angeles, CA

## Education

**Bachelor of Science, Computer Science**, University of Illinois at Chicago, **GPA: 3.95** September 2016 - December 2018  
**Associate of Science, Computer Science**, College of DuPage, **GPA: 3.29** September 2013 - May 2016

## Skills

Programming Languages: C, C++, Python, Bash, TypeScript

Software Toolkits: ReactJS, Git, GDB, GCC/G++, Perf, Valgrind, WireShark, TCPDump, DPDK

## Professional Experience

**Software Engineer**, Riot Games, Los Angeles, CA October 2022 - April 2023

- Assisted in the development of a C++ SDK used by several game teams and millions of players.
- Aided in the debug and development of a custom binary tracking tool for git written in Rust.
- Proactively created new channels of communication with vendors to build and strengthen relationships.

**Software Engineer**, Twitch, San Francisco, CA July 2021 - June 2022

- Created, refactored, and maintained Twitch - Living Room with React, NextJS, and native platform tooling.
- Pioneered a DNS solution for local platform development improving developer velocity by 900x.
- Developed an Xbox One IPC scheme to pass native platform inputs to and from a NextJS app.
- Delivered a cross-platform build initiative using WSL which improved PlayStation development experience.

**Software Engineer**, Trend Micro, Austin, TX January 2019 - June 2021

- Developed custom DPDK PCIe Linux drivers in C that exposed proprietary TippingPoint FPGAs to other R&D teams.
- Created multi-threaded C programs that helped QA FPGAs which was successfully used for three FPGA chip releases.
- Pioneered a custom linux distro that exposed TippingPoint source code eventually becoming adopted by several R&D teams.
- Developed a cost saving scaling method in AWS EC2 which reduced costs from \$0.308 to \$0.0376 for a 10x savings.
- Worked alongside other R&D teams to implement software written in C/C++/Python for FPGA debug and development.

**Software Engineer Intern**, Argonne National Lab, Darien, IL May 2017 - May 2018

- Collaborated with a team of five to create and deploy Java service components which helped improve several lab operations.
- Created SQL queries for re-usable reports that clients used on a day-to-day basis to make data driven decisions.
- Lead research group for modernization of frameworks resulting in adoption and creation of new standards and tools.

**Computational Biophysics Intern**, Illinois Institute of Technology, Chicago, IL June 2016 - August 2016

- Created Python programs to process simulation metadata enabling analysis and assessment of experiments.
- Developed Bash scripts to extract and process data from simulations allowing for abstraction and automation of workflow.
- Produced a supercomputer usage proposal that helped reduce project costs by thousands.

## Sales Experience

**Sales Associate**, Eddie Bauer, Lombard, IL October 2015 - January 2018

- Kept the store organized by following Eddie Bauer design guidelines which helped the company and store brand image.
- Maintained strong sales performance each quarter by having a UPT > 2.0 and SPH > 100.0.
- Provided excellent customer service that created and improved client relations.

## Projects

**UT Inventors Program** January 2020 - June 2021

- Mentored teams of 5-10 on cybersecurity projects.
- Co-lead winning inventors showcase team, 2020.
- Appointed sponsor liaison for Trend Micro.

**Lua Resty Router** May 2018 - August 2018

- Redesigned and improved existing WebSocket handler helping other developers to create scalable web services.
- Improved forked code clarity by introducing better variable names and methods objectively increasing readability.
- Added middleware to easily handle Redis and PostgreSQL connections extending the framework beyond routing.