RJ Hickok

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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 improving PlayStation development experience.

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

- Created multi-threaded C programs which expanding the ability to QA proprietary TippingPoint FPGA chips.
- Pioneered a custom linux distro that exposed TippingPoint source code which became adopted by several R&D teams.
- Developed a cost saving scaling method in AWS EC2 which reducing costs from $0.308 to $0.0376 for a 10x reduction.
- Integrated with 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 — January 2019 - June 2021

- 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.