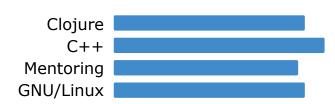# Jeaye Wilkerson

Software Engineer

contact@jeaye.com
https://jeaye.com
https://github.com/jeaye

OBJECTIVE

Seeking an engaging position to challenge both myself and my environment to produce the most reliable product 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 and metaprogramming

SKILLS

Clojure
C++
Mentoring
GNU/Linux

EXPERIENCE

Co-founder & CTO (2017/4 - Present)   *OkLetsPlay, San Francisco*

> Designed and guided the development of an e-sports wagering platform
> Facilitated business development with articulate technical documents
> Established best practices from day one, building a stable and reliable product

Software Engineer SDE3 (2016/3 - 2017/3)   *TinyCo, San Francisco*

> Developed cross-platform mobile games using C++14
> Designed and realized passive code review process
> Presented tech talks about practical functional programming

Senior Software Engineer (2015/3 - 2016/2)   *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 (2014/8 - 2015/3)   *Eyeball Networks, Singapore*

> Maintained multiple C++14 servers (SIP, STUN/TURN, and XMPP)
> Extended and refactored systems to provide more
  > Type safety, memory safety, and thread safety
> Introduced continuous integration testing and reviewing systems

C++ Engineer SDE2 (2012/8 - 2014/6)   *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 (2011/4 - Present)

> Thousands of contributions per year over dozens of projects
> Projects include game engines, compilers, vim plugins, and more