

# Jeaye Wilkerson

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## SUMMARY

*I solve problems.* On teams, I lead critical thinking, facilitate crucial conversations, help reach growth objectives, and mentor others. When solo, I build solutions, break into things, research markets and communities, and provide a competitive edge.

I've not only built games, game engines, compilers, distributed back-ends, and web/mobile/desktop apps, but also communities and teams. Thousands of developers rely on my open source software every day. What're you looking to achieve?

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## EXPERIENCE

### 📄 Co-founder, CTO at OkLetsPlay

July - 2016 - Present, San Francisco, California

- Managed the software development team of a patented esports tournament and cash match platform for mobile, desktop, and web.
- Architected the cross-platform front-end and distributed back-end, using Clojure, before growing the team.
- Led crucial decisions, facilitated safe conversations, and interfaced with advisors and investors.
- Held authority on all engineering, including front-end, back-end, tests and deployment, and Linux server administration.
- Sourced, recruited, interviewed, and hired engineers on a tight budget.
- Managed the product goals and roadmap, including market research and partner relations.
- Managed the community of players, including research, outreach, and support.
- Pitched both the company and myself to potential partners and investors and negotiated multiple key deals.

### 📄 Software Engineer SDE3 at Jam City

March 2016 – March 2017, San Francisco, California

- Developed Marvel: Avengers Academy, using C++.
- Reduced Android load times by 40%, drastically impacting player retention.
- Gave talks to software engineers on functional programming and the intricacies of C++ value categories.
- Mentored others to encourage ownership, achieve cleaner designs, and more maintainable code.

### 📄 Senior Software Engineer at Furthington Studios

March 2015 – February 2016, Singapore

- Led the development of, and delivered, 2 Android and iOS games, using Unity.
- Collaborated with product managers to identify key features which achieve business goals.

### \* Senior Software Engineer at AnyConnect

August 2014 – March 2015, Singapore

- Drove the development of 5 different C++ enterprise software servers, including XMPP and SIP.
- Introduced continuous integration, systems testing, and code reviews.
- Followed RFCs to implement TURN authentication servers in Node.js.

### 📄 Software Engineer SDE2 at TinyCo

August 2012 – June 2014, San Francisco, California

- Developed Family Guy: The Quest for Stuff, Tiny Monsters, and more, which amount to ~100 million installs across Android and iOS.
- Founded the core game engine team and instilled better practices, such as continuous integration and daily code reviews.
- Gave multiple talks, covering modern C++, C++11 synchronization, and template meta-programming.

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## EDUCATION

### Game Development

Full Sail University · Winter Park, Florida · 2010 - 2012

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## SKILLS

**General:** Clojure, Rust, C++, C#, Unity, Java, Node.js, Git, Bash, Linux

**Web:** ClojureScript, JavaScript, React, Websockets, CSS, Sass

**Back-end:** Docker, Nginx, AWS, Terraform, MongoDB, PostgreSQL, Redis, Firebase, Prometheus, Grafana

**Soft:** Crucial Conversations, Mentoring, Hiring, 1 on 1s, Project Management, Agile Software Development, Kanban