

Jeaye Wilkerson

📍 San Francisco, California ✉ contact@jeaye.com 🌐 <https://linkedin.com/in/jeaye>
📄 <https://github.com/jeaye> 🌐 <https://jeaye.com>

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?

EXPERIENCE

EA Technical Director at Electronic Arts January 2021 - Present, San Francisco, California

- Designed and prototyped a novel content publishing framework for EA's core back-end services, using Clojure and Go.
- Grew a team of 4 around the content publishing product, after validating it with real-world EA data.
- Successfully authored, presented, and defended multiple RFCs to the EADP Standards Panel.

📄 Co-founder, CTO at OkLetsPlay July 2016 - December 2020, 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.

EDUCATION

Game Development

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

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