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?

EXPERIENCE

⬛ Senior Software Engineer at Electronic Arts   January 2021 - January 2025, Seattle, Washington

· Designed, prototyped, and shipped a novel content publishing framework for EA's core back-end services, using Clojure and Go.
· Grew a team of six around the content publishing product, after validating it with real-world EA data and our customers.
· Successfully authored, presented, and defended multiple RFCs to the EADP Standards Panel.
· Drove EADP's Growth & Pioneering week and achieved 200% as many participants and 300% as many demos as previous year.

⑤ 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: Nix, Docker, Nginx, AWS, Terraform, MongoDB, PostgreSQL, Redis, Firebase, Prometheus, Grafana

Soft: Crucial Conversations, Mentoring, Feedback, Coaching, Hiring, 1 on 1s, Building Inclusive Cultures