



Jesse 'Jeaye' Wilkerson

Software Engineer

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<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 (3/17 - Present)

OkLetsPlay, San Francisco

- > Lead the development of a patented eSports wagering platform for mobile, console, and web

Software Engineer SDE3 (3/16 - 3/17)

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 (3/15 - 2/16)

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 (8/14 - 3/15)

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 (8/12 - 6/14)

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 (4/11 - Present)

<https://github.com/jeaye>

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