

# Yulius Tjahjadi

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## Objective:

To obtain a development position building an excellent software product.

## Education:

UC Berkeley, B.S. Electrician Engineering and Computer Science

## Technologies:

Languages: JavaScript/TypeScript, Python, Swift, Go, C++, Elang, HTML, CSS, Java,

Platforms: Linux, Windows, Mac, iPhone, Android, Raspberry Pi

Frameworks: React, Svelte, Nextjs, Flask, Django, Three.js, ARKit/WebXR, WebRTC

Databases: MySQL/Postgres, MongoDB, DynamoDB, Redis, BerkeleyDB

## Employment:

Aug 2020-Present Sr. Software Engineer, Take Two Games

Aug 2017-June 2020 Sr. Software Engineer, FX Palo Alto Labs

2010-2011, 2016 Sr. Software Engineer, Electronic Arts

2003-2010 Sr. Software Engineer, Xfire

2000- 2003 Lead Software Engineer, Midway

1999-2000 Software Engineer, Desktop.com

## Recent Experience Highlights:

### Take Two Interactive:

- Implemented VoIP with WebRTC for use in upcoming games.
- Migrate online web store from 3rd party (Digital River) to in house react based technology stack for game labels (2K/Rockstar)
- Built text chat, friends, profiles, avatars, and various other social backend services.
- Implement SDK for social services for Javascript, Unreal/C++ and Unity.
- Create toolchain to simplify content management updates by producers and non technical members.
- Built and maintain documentation servers for partners using supported services.

### FX Palo Alto Labs:

- Productized and promoted proof of concept deployments from intellectual properties created by researchers which include technologies in AR, mobile ML, and 360 camera.
- Implement a wide variety of dockerized applications support like Jupyter, Overleaf, and Nextcloud for researchers to use.
- Provide technical support to researchers on various projects which need web deployment or prototype of a machine learning model.

References are available upon request.

Thank you for your consideration.