

**Yulius Tjahjadi**  
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## Objective:

To obtain a development position building an excellent software product.

## Skills

**Languages:** JavaScript/TypeScript, Go, Python, C/C++, Swift, Java

**Platforms:** Linux, Windows, Mac, iOS, Android, Raspberry Pi/embedded systems

**Frameworks:** React, Next.js, Flask, Django, three.js, ARKit

**Databases:** Contentful, GraphQL, DynamoDB, MySQL, Postgres, Redis, MongoDB

## Experience

2020 - 2024

### **Take Two Interactive, San Francisco** – *Staff Software Engineer*

- Build various pieces of technologies to run 25+ direct to consumer stores and marketing websites which include [Rockstar](#), [2K](#), and [T2](#) that bring in a hundreds of million in revenue per year with a lean team. Services include the following:
  - Payment systems integration (Stripe, Adyen, Xsolla).
  - Custom Contentful and other cache services to decouple 3rd party providers downtime and allow fast websites for a good user experience.
  - Content management tools to allow a group of three to manage hundreds of offers per day.
- Build and guide shared social services teams for internal game teams.
  - Integrated with many internal titles and shipped with half a dozen games like Lego 2K Drive, Civilization, and PGA. This includes client integrations (Unity/Unreal Engine/Custom C++ engines).
  - Create backend services that can scale to millions of concurrent users.

2017 - 2020

### **FX Palo Alto Labs, Menlo Park** – *Sr Software Engineer/Research Engineer*

- Help scale and productize various research projects within the lab.
  - Streamline AI/ML training infrastructure.
  - Prototype and deploy services for use in field studies and user testing.
  - Develop various mobile apps, AR/VR, and robotics controller software to help researchers complete research.
  - Worked with the business unit to transfer technology to the parent company.
- Help manage the IT infrastructure of on premise VM machines, WIFI, and GPU & compute clusters.
  - Deploy internal services like Jupyter Hub, Overleaf, and other collaborative services.

2010-2011, 2016 - 2017

**Electronic Arts, Location** – *Sr Software Engineer*

- Help launch Origin game client in Qt.
  - Build services including chat, telemetry, in game overlay, and various other client and server side features.
- Help modernize client stack by migrating Qt to Angular and eventually React.

2003 - 2010

**Xfire** – *Sr Software Engineer*

- Build C++ client to allow gamers to socialize with each other. Features include in game overlay, voice chat, streaming video (before twitch), game time tracking, file downloading.
- Build website and backend services for users and internal website tools for marketing and sales groups.
- Managed infrastructure and optimized services to allow 15+ million concurrent users.

## Education

**University of California, Berkeley** – *Bachelor of Science*

## Patents

Can be viewed here: <https://t.ly/PLyhq>