Adam Davis | Web Developer, Engineer, Designer

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About Me

I am an experienced, enthusiastic software engineer/designer who's very passionate about UI/UX design and creating design systems so that companies can output efficiently. Finally, I am a very fast learner and I can pick up your tech stack with little friction.

Recent Experience

SOFTWARE ENGINEER & DESIGNER, THE PALVOX COMPANY– 2022

In my free time after work, I've been building a charming, audio centric web app (*Palvox Audio Pals*) which allows people to send and receive "pen-pal" style audio messages anonymously. It's set up in such a way as to completely deter predatory behavior while incentivizing authentic, empathetic interactions. It will also be the first social app which is fully accessible to blind/visually-impaired people. (*Note: this is a passion project, not a full-time job, so it does not and will not affect my work*)

SENIOR FRONT END ENGINEER & DESIGNER, SIONIC – 2021 - CURRENT - (1.5 YEARS)

Sionic is a financial tech company where I work with a brilliant team to build scalable production web applications. I created a SPA web plugin for facilitating "Real-Time Payments" transactions between consumer and business banks from within mobile banking apps. I built an administrator portal in which business owners can interact with our database to easily monitor and update their information. I also designed and developed Sionic's re-branded website, and took initiative to create a living design system to decrease project development bottlenecks between Sionic's product teams – among other projects.

PROGRAMMING MENTOR – 2021 - CURRENT - (1+ YEARS)

After work hours I have been teaching and mentoring; aiding in programming skills from absolute beginner to job-ready professional. I learned a lot through teaching, plus it helped me to solidify my previous knowledge.

CONTRACT WEB DEVELOPER – 2020 - 2021 - (1.5 YEARS)

I started *Omega Design & Development Co*., taking on clients from diverse industries; designing and building their websites from scratch and providing them with quality, cross-browser compatible production software.

Main Languages: HTML5, CSS/SCSS/SASS, JavaScript, TypeScript, Python,
(Learning: Rust & ClojureScript

Playing around with: The C code in my mech keyboard's firmware)

Technologies: React.js, Node, Express, Git, Gulp, Webpack, Docker, Vite, Jest, Figma, Google Cloud Platform (Cloud Run, PubSub, Firebase: Firestore-Database / Hosting / Authentication / Cloud Storage / Server-less Cloud Functions), ReST API, Circle CI, Notion, Various NPM packages, UNIX Systems, Z Shell