Chandler Davis

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EXPERIENCE

Collins Aerospace | Software Engineering Co-op
May 2019 - Current

- Developed a tool to collect development metrics by parsing plaintext test logs and displaying the data in a more concise way. The tool also showed regression of test results over time.
- Collaborated with development team using Agile methodology.
- Revitalized a project's Bamboo to support continuous integration by automating software builds and test executions.
- Incorporated feedback to improve software design by leading presentations to other dev teams.
- Lead presentations of project to development teams to incorporate feedback and improve on its design.
- Communicated design ideas through diagrams, highlighting data and control flows.
- Obtained familiarity with ARINC 661 and 653 specifications through collaboration on a network end-system.
- Assisted another team with software verification efforts.

Utilized: Python, C language, the Atlassian suite, SVN, Git, Regular Expressions, Visio, and Continuous Integration practices.

Maverick Software Consulting | Software Engineering Intern
April 2018 – May 2019

- Collaborated with Thomson Reuters developers - averaging 30 hours a week while maintaining full-time student status.
- Implemented back-end Java code for a RESTful tool that migrated legal documents between environments.
- Developed code to process XML documents; populating, zipping, uploading to a server, and onboarding via the Java Message Service.
- Followed specifications to integrate new document types - collaborating between QA and dev teams.
- Gained software dependency management experience using Spring Boot and Gradle.
- Developed over 50 unit tests for new and existing back-end code using JUnit5 and the JMockit library.
- Designed over 20 e-learning modules over topics such as .NET, Python, RegEx, Java, Object-Oriented Programming, etc.

Utilized: Java, JUnit, JMockit, Git, JMS, Gradle, Spring Boot, REST concepts, and the Spring MVC framework.

Iowa State University | Object-Oriented Programming T.A.
2017 Spring Semester

- Taught basic concepts of object-oriented design and programming using Java.

Iowa State University | Data Structures T.A.
2016 Fall Semester

- Taught data structures, sorting algorithms, and their implementation in Java.

EDUCATION

College: Iowa State University | *Ames, IA*   **Graduation**: Fall 2019
Major: *B.S. Software Engineering*   **Major GPA**: 3.46 / 4.0

Relevant Coursework:

- Object-Oriented Programming (T.A.)
- Data Structures (T.A.)
- Design and Analysis of Algorithms
- Software Development Practices
- Software Construction and User Interfaces
- Computer Architecture and Machine-level Programming
- Computer Graphics - WebGL
- Principles of Programming Languages
- Operation Systems – Principals and Practices
- Database Management Systems
- Software Project Management
- Advanced Programming Techniques
- Discrete Computational Structures
- Software Architecture and Design
- Computer Game and Media Programming
- Digital Logic
- Object-Oriented Analysis and Design
- Linux Operating System Essentials
- Networking and Security

SKILLS

EXPERIENCED:
- Java
- C
- Python
- Javascript
- Git

FAMILIAR:
- Shell Scripting
- Junit
- Linux / Unix

EXPOSED:
- C++
- C#
- SQL
- JDBC
- Spring Boot
- Spring MVC
- MIPS
- WebGL

PROJECTS

Yggdrasill Wars | *Best Projects Award: 2nd Place in class*
- A real-time multiplayer game using JavaScript, Node, and the P5.js library. It was built with a small team over a semester.

Com S 336 Project
- A two-member effort to create a Bowman-style game using Javascript, WebGL, and the Three.js library.
- Gained experience with computer graphics concepts including vertices, matrix math, shaders, and rasterization.