Tiago Davies

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Recent computer science graduate with an interest in game development

WORK EXPERIENCE

Teaching Assistant – University of Rochester, Rochester, NY *01/2023 – 06/2024*
- Supported Computation and Formal Systems, Data Structures and Algorithms (twice), and Intro to Computer Science courses.
- Mentored student groups in study sessions, working through difficult problems.
- Evaluated and provided feedback on student labs, homework, and projects.

Peer-Led Team Learning Leader – Center for Excellence in Teaching, Rochester, NY *01/2022 – 12/2022*
- Led weekly peer discussions for groups of ~20 students, reinforcing key course concepts in a collaborative classroom setting.
- Developed leadership and teamwork skills through weekly training focused on effective communication and student engagement.

Project Management Internship – Bosch Thermotechnology Corp, Watertown, MA *03/2021 – 06/2021*
- Tested and provided actionable feedback on an in-development mobile app, improving usability.
- Coordinated cross-functional collaboration between marketing and engineering teams to keep projects on track and meet deadlines.

AWARDS & ACTIVITIES

Game of the Jam (Best Overall) – Xcalibur Game Jam *03/2025*
- Developed a 3D video game using Godot game engine, featuring a large skeletal rigged dragon model.

Tom Hope Memorial Media Scholar *02/2025*
- Selected by faculty as the sole nominee from the University of Rochester for high character and achievement in video game media work.

Best in Entertainment & People's Choice – Hackathon DandyHacks *11/2024*
- Awarded first place in the entertainment category by a panel of judges and subsequently voted the favorite out of all 26 competing projects.
- Collaboratively programmed and designed a 3D video game using the open-source Godot game engine.

Business Manager – Water Polo Club *09/2022 – 06/2024*
- Elected by teammates and served for four consecutive semesters. Managed all team funds, including dues, fundraisers, and purchase requests.

Best in Entertainment & Best Use of GitHub – Hackathon DandyHacks *11/2023*
- Collaborated on developing the winning Unity game in C#, using GitHub for seamless version control, out of 28 projects and 90+ participants.

Best in Video Games & Best UI/UX – Hackathon DandyHacks *10/2022*
- Co-developed the winning game using Python, competing among 28 projects and 80+ participants.

INDEPENDENT PROJECTS

Java Swing Game *09/2024*
- Refactored Java code from freshman year to demonstrate good design principles such as single responsibility and composition over inheritance.

Networked Multiplayer Game *11/2023*
- Implemented a multiplayer game with peer-to-peer server hosting using Unity relay service.
- Developed on the Unity engine using C#, scriptable objects, and Netcode for GameObjects.

Java Game Modification *12/2022*
- Utilized forums and documentation to implement a modification to an existing game..

EDUCATION

University of Rochester, Rochester, NY *05/2025*
Bachelor of Science in Computer Science
- Cumulative GPA: 3.79 (out of 4.0); Dean's List four semesters.

SKILLS

- Proficient in Python, Java, C, and C#.
- Fluent in Portuguese and English; Basics in Spanish and ASL.