

Tiago Davies

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SKILLS

- **Languages:** C#, Java, Python
- **Version Control:** GitHub
- **Engines:** Godot, Unity

WORK EXPERIENCE

University of Rochester

01/2023 – 06/2024

Teaching Assistant

Rochester, NY

- Collaborated with four professors to coordinate weekly lab schedules for 150+ students across Computation and Formal Systems, Data Structures and Algorithms, and Intro to Computer Science.
- Guided students through code design, architecture, and debugging during lab sessions, furthering their understanding of the important course material.

Center for Excellence in Teaching and Learning

01/2022 – 12/2022

Peer-Led Team Learning Leader

Rochester, NY

- Facilitated weekly collaborative learning sessions for 15+ students – prepared agendas, assigned discussion groups, and tracked attendance and participation metrics.
- Participated in weekly leadership training focused on communication and teamwork; applied these skills to improve the workshop structure, leading to more productive discussions.

Bosch

03/2021 – 06/2021

Project Management Intern

Watertown, MA

- Utilized Excel to compare Bosch sales data to competitors and created PowerPoint decks for executive-level presentations, enabling data-driven discussions.
- Conducted an on-site customer visit to a test household to gather feedback on an experimental AC unit, documenting user recommendations and relaying feedback to the engineering and product teams.
- Evaluated in-development documentation and mobile app, delivering structured feedback to the development team to improve the user experience.

PROJECTS

Flames Legacy

03/2025

- Developed a 3D adventure game in a team of four that won best game of the jam.
- Implemented the character controller, enemy AI, and visuals using shaders.

Under Pressure

11/2024

- Collaborated with a team of four during a hackathon, programming a 3D game that won best in entertainment out of 26 competing projects.

Java Swing Game

09/2024

- Implemented a 2D spaceship game programmed in Java using the Swing graphics library.
- Utilized composition over inheritance principle, creating modular game objects and level creation.

Turing Trouble

11/2023

- Developed a 2D puzzle game in a team of three that won best in entertainment and best use of GitHub out of 28 projects and 90+ participants.
- Programmed using C# and Unity game engine, with GitHub version control.

2-TRIS

10/2022

- Developed a Tetris-like game using Python in a team of three, which won best in entertainment and best UI/UX among the competing 28 projects and 80+ participants.

EDUCATION

University of Rochester

Graduated 05/2025

Bachelor of Science, Computer Science

Rochester, NY

- Cumulative GPA: 3.81 (out of 4.0)
- Awards: Tom Hope Memorial Media Scholar
- Activities: Water Polo Club business manager