

Alden Davidson

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<https://github.com/ananaso>

PROFESSIONAL SUMMARY ---

Software engineering professional with experience developing and designing web applications using TypeScript, React, CSS, Kotlin, and Spring. Adept at developing and deploying backend and frontend systems, responding to and resolving bugs and production issues in low-visibility environment, and identifying further areas of improvement in existing codebases.

SKILLS ---

Languages & Tools: CSS, Docker, Git, GNU/Linux, Kotlin, L^AT_EX, MySQL, React, Spring Framework, TypeScript

Practices: Extreme Programming, Test-Driven development, Continuous Integration, User-Centered Design

WORK HISTORY ---

01/2022 – Current

Full-stack Software Engineer

United States Space Force | Los Angeles, CA

- Developed and sustained two full-stack applications for 1200+ space command and control users requiring worldwide availability
- Practiced test-driven development at unit, integration, and end-to-end levels to ensure high code quality in continuous integration environment
- Analyzed existing software implementations to identify improvements
- Participated in requirements gathering for high-visibility action to solidify prerequisites and determine best technical solution to meet user needs

11/2019 – 12/2021

Project Manager

United States Space Force | Los Angeles, CA

- Planned, scheduled, and negotiated \$28M follow-on for \$34M project
- Monitored project performance to identify areas of improvement and make adjustments
- Coordinated and led cross-functional team of 8 to resolve project issues and mitigate risks
- Provided detailed project status updates to stakeholders and executive management

EDUCATION ---

05/2019

Bachelor of Science: Computer Engineering

Rochester Institute of Technology | Rochester, NY

- Senior Design: Low-cost Fundus Camera, worked with multidisciplinary team to design low-cost functional modern fundus camera capable of capturing screening-quality retinal images