

# BRENDON DAVIDSON

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## TECHNOLOGIES

### LANGUAGES + FRAMEWORKS

HTML • CSS • Flexbox • Javascript  
(including ES6/7) • Node • React •  
Ruby/Rails • Java • JSP • JSF • Spring • PHP  
• C/C++ • C# • Visual Basic

### HOSTING + SERVER MANAGEMENT

Linux • Apache • Nginx • Engine Yard,  
Heroku • AppNexus • AWS • EC2 • S3 • SSL

### APIs + SERVICES

Github • Google Analytics • Google Fonts •  
Google Cloud • Firebase • Font Awesome •  
Mailchimp • SurveyMonkey • Optimizely •  
Algolia • Many more

### DATABASES + SEARCH

MySQL • PostgreSQL • MS SQL Server •  
Sphinx Search • Algolia • Memcache • Redis

### DEVELOPMENT TOOLS

Git • Webpack • Broccoli • Grunt / Gulp • VS  
Code • Hyper.app • ZSH • tmux • Chrome  
Dev Tools • RubyMine • IntelliJ IDEA • vi •  
SVN • CVS

### PRODUCTIVITY

Word • Excel • Powerpoint • Outlook • Skype  
• GoToMeeting • Join.Me • Evernote • Pivotal  
Tracker • Jira • Slack

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## WORK HISTORY

### SENIOR WEB DEVELOPER

#### **Gourmet By Numbers • Austin, TX • Jun 2015 – Jun 2016**

- Designed, built and maintained internal management tools, client-facing e-commerce website with custom subscription model, as well as mobile web tools for use by kitchen staff on iPads
- Setup and managed all server infrastructure on Heroku and AWS
- Supported customers with technical issues via Intercom and email

### SENIOR WEB DEVELOPER

#### **Docright • San Diego, CA • Apr 2012 – Jan 2015**

- Developed Docright.com health IT marketplace platform aimed at helping physicians and other healthcare professionals discover the best health IT and more.
- Developed health IT event listing platform providing private labeled websites for healthcare organizations to provide easy access to health IT and related webinars and events for their members.

### DIRECTOR OF APPLICATION DEVELOPMENT

#### **KN Dimestore (acquired by GfK) • New York, NY • Sep 2007 – Mar 2012**

- Designed, built, and maintained initial implementation of ad-space-delivered quiz platform.
- Worked directly with clients to understand their needs and iterate the product to what eventually became a high-scale platform for measuring online ad engagement.
- Hired, trained, and managed development, system admin, and QA teams to continue to scale and maintain the platform.

SOFTWARE DEVELOPER

**Game Trust (acquired by Real Networks) • New York, NY • Jan 2006 – Sep 2007**

- Developed J2EE web application for GameFrame online casual gaming platform.
- Worked closely with Marketing Department to determine requirements, draft proposal, design and develop a web application to create and manage bracket tournaments for the Game Frame platform.
- Built internal PHP-based web applications to help streamline department processes.

SOFTWARE DEVELOPER

**Quickshift, Inc • Austin, TX • 2004 – 2005**

- Developed low-level I/O caching driver and related monitoring software using C, C#.NET, and ASM

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EDUCATION

COMPUTER SCIENCE, ECONOMICS MINOR  
**University of Texas • Austin, TX • 2000 – 2005**

**REFERENCES AVAILABLE UPON REQUEST**