

BRENDON DAVIDSON

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TECHNOLOGIES

LANGUAGES + FRAMEWORKS

HTML5 • CSS3 • Flexbox • Javascript
(including ES6) • Node • React • Ruby/Rails •
Java • JSP • JSF • Spring • PHP • C/C++ •
C# • Visual Basic

HOSTING + SERVER MANAGEMENT

LinuxApache • Nginx • Engine Yard, Heroku •
AppNexus • AWS • EC2 • S3 • SSL

APIs + SERVICES

Github • Google Analytics • Google Fonts •
Font Awesome • Mailchimp, SurveyMonkey
• Optimizely • Algolia

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

WORK HISTORY

SENIOR WEB DEVELOPER

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

- Designed, built and managed client-facing e-commerce website with custom subscription model
- Designed, built and managed internal management tools 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

- Managed a talented team of developers to design and implement an online platform for measuring ad engagement.
- Managed outsourced DBA and QA teams.
- Setup/managed server infrastructure and developed custom server/network monitoring and graphing tools.
- Architected scalable XML-based API designed to handle hundreds of millions of requests per day.
- Communicated with clients to understand their specific requirements and design practical technical solutions.

SOFTWARE DEVELOPER

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

- Developed J2EE web application for an online casual gaming platform.
- Developed API to allow direct integration into clients' existing system.
- Built web applications to help streamline department processes.
- Worked closely with Marketing Department to determine requirements, draft proposal, design and develop a web application to create and manage bracket

SOFTWARE DEVELOPER

Quickshift, Inc • Austin, TX • 2004 – 2005

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

EDUCATION

COMPUTER SCIENCE, ECONOMICS MINOR

University of Texas • Austin, TX • 2000 – 2005

REFERENCES AVAILABLE UPON REQUEST