Bryson Davis

Software Developer for Web and Interactive Media

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github.com/brysonpdavis/

OBJECTIVE

A versatile software engineer who takes pride and pleasure in picking up new strategies, skills, and tools rapidly on the job. In search of a permanent full-time front-end focused full stack web development role with ample opportunity to learn and gain experience with cutting edge systems on an enterprise scale.

EXPERIENCES

Prophity   **Mar 2021 – Present**

Front-End Web Developer Intern   Remote

- Collaborated remotely with a team of developers to develop and refine the React front end of a financial analytics SaaS application according to organization design standards. (JavaScript, React, Sass, ANT, Plotly)
- Contributed to Flask backend by writing and debugging GraphQL API queries with a PostgreSQL database.
- Utilized a Gitflow version control procedure for organized branching and merging of completed features and tasks.
- Leveraged Jira project management software to organize tasks and issues into biweekly sprints.

New York University Game Center Incubator   **Jun 2019 – Sep 2019**

Incubator Resident, Junior Videogame Developer   Brooklyn, NY

- Iterated on and refined a 3D narrative puzzle videogame project on a four-person team. (C#, Unity)
- Utilized Unity's profiler feature to identify bottleneck functions and optimize gameplay performance.
- Scripted internal development tools for level designers and artists to increase productivity.
- Leveraged agile development strategies to meet progress goals for monthly milestone deadlines. (Asana, Slack)

Rustforms   **Jun 2018 – May 2019**

Junior Videogame Developer   Remote

- Collaborated remotely on a four-person team to prototype an original videogame IP.
- Implemented core 3D puzzle game mechanics involving object collisions and interactions, first person character controls and movement, non-playable character behavior, and user interfaces. (C#, Unity)

PROJECT

Grainstems   www.grainstems.net

Granular synthesizer webapp

- Designed, developed, and deployed a user-friendly granular synthesis webapp utilizing React, Netlify, and Tone.js.
- Implemented a database of form-submitted samples from users for manipulation with serverless functions, GraphQL, FaunaDB, and Amazon Web Services S3 buckets.

SKILLS

Technical: data structures, functional programming, object-oriented programming, agile methodologies
Languages: C#, JavaScript, Python, Haskell, OCaml, HTML5/CSS3, SQL
Frameworks & Tools: React, Node, Express, Flask, Django, PostgreSQL, MongoDB, AWS S3, GraphQL, Unity, Git

EDUCATION

Wesleyan University   2015 - 2019

Bachelor of Arts in Computer Science, Minor in Film Studies   Middletown, CT