Bryson Davis

Full-Stack Software Engineer
Brooklyn, NY

(417) 830-7453
brysonpd@gmail.com
www.github.com/brysonpdavis/

SUMMARY

As a versatile software engineer with a love for engineering culture, I believe that technology has the innate ability to meaningfully empower creativity, connection, and collaboration. Seeking my next role, hopefully one which will allow me to pursue this passion with cutting-edge systems on an enterprise scale.

EXPERIENCE

Full-Stack Software Engineer   **May 2022 – Jan 2023**
Up&Up   Brooklyn, NY
- Contributed to a wide range of projects, including frontend app development, backend work in the company's internal API, database design, and platform tooling to improve the developer experience.
- Utilized a variety of technologies, including TypeScript, React, Node.js, PostgreSQL, Hasura, Prisma, CircleCI, and Google Cloud Platform to develop software enabling a scalable real-estate management platform.
- Led the development of an internal CRM tool aggregating customer interaction information, including design and implementation of the interactive timeline, backend API, and new database schema.
- Interfaced with product stakeholders, contributed to code reviews, led technical interviews, and engaged in conversations about system architecture and engineering strategy as part of daily responsibilities.
- Responded to support requests from non-engineers to resolve short-term issues.

Front-End Developer Intern   **Mar 2021 – May 2021**
Prophity   Remote
- Collaborated remotely with a team of developers to develop and refine the React frontend of a financial analytics SaaS application according to organization design standards.
- Contributed to Flask API by writing and debugging GraphQL queries against a PostgreSQL database.
- Leveraged Jira project management software to organize tasks and issues into biweekly sprints.

Incubator Resident, Videogame Developer   **Jun 2019 – Sep 2019**
New York University Game Center Incubator   Brooklyn, NY
- Iterated on and refined a 3D narrative puzzle videogame project on a four-person team using C# in Unity.
- Utilized Unity's profiler to identify bottleneck functions and optimize gameplay performance.
- Scripted internal development tools for level designers and artists to optimize development velocity.

PROJECT

Grainstems   www.grainstems.app
- A solo project, Grainstems is a granular synthesizer web app with a database of samples uploaded by users.
- Built with Next.js, React, tRPC, PostgreSQL, TypeScript, and Material UI, deployed with Vercel and Railway.

SKILLS

Languages
Proficient: TypeScript, JavaScript, Python, C#, SQL, HTML, CSS
Familiar: Go, OCaml, Haskell, Solidity

Frameworks & Tools
Proficient: React, Tailwind, Chakra UI, Node, PostgreSQL, GCP, Unity, Git
Familiar: Svelte, React Native, Prisma, Hasura, Flask, Django, AWS, CircleCI

EDUCATION

Wesleyan University   **Sept 2015 - May 2019**
Bachelor of Arts in Computer Science   Middletown, CT
Minor in Film Studies