

Bryson Davis

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summary

a software developer and engineer based in brooklyn, ny in search of an entry-level position with room to grow and learn. has experience in web dev using **react** and **node.js**, as well as videogame development in **unity**.

experience

freelance developer

PART-TIME / brooklyn, ny / dec 2019 - present

+ developed short-term **unity** and **web projects** for referral clients.

new york university game center incubator resident/programmer

FULL-TIME / brooklyn, ny / jun 2019 - sep 2019

- + **crosshatch** was accepted into the **NYU game center incubator program**, where our team received **funding and guidance** from staff.
- + utilized **agile development strategies** to meet progress goals for monthly milestone reports and presentations.

projects

grainstems a granular synthesizer webapp / www.grainstems.net

SOLE DESIGNER & DEVELOPER / nov 2020 - jan 2020

- + utilized **react**, **netlify**, **serverless functions**, **graphql**, **faunaDB**, **AWS S3** and **tone.js** to design and develop a user-friendly granular synthesis webapp with a database of user-submitted samples for manipulation.

crosshatch a cross-dimensional puzzle game / www.crosshatch.space

PROGRAMMER / jun 2018 - dec 2019

- + ideated and prototyped an **original IP** on a four-person team.
- + implemented core game mechanics with **C#** in **Unity** while debugging and optimizing existing code using the **JetBrains Rider C# IDE**.
- + set up and maintained version control system using **git** and **GitHub**.
- + developed an original promotional website for the project.

skills

- + thorough knowledge of **data structures** and **optimization algorithms**
- + **languages**: JavaScript, Python, C#, OCaml, Haskell, HTML5/CSS3, SQL
- + **frameworks + tools**: react, redux, svelte, node.js, express, graphql, mongoDB, faunaDB, jest, AWS lambda functions, AWS S3, netlify
- + **non-programming**: graphic design, sound design, 3D modeling

education

wesleyan university

middletown, ct

sep 2015 - may 2019 / major GPA: 3.21

major: computer science / **minor**: film studies