Bryson Davis

Full-Stack Software Engineer
Brooklyn, NY

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EXPERIENCE

Up&Up : series B property tech startup helping renters build equity **May 2022 – Jan 2023**
Full-Stack Software Engineer Brooklyn, NY
- Developed a scalable real-estate management platform using TypeScript, React, Node.js, PostgreSQL, and GCP.
- Led the development of an internal CRM tool aggregating customer interaction information, including design and implementation of the interactive timeline frontend, backend API, and new database schema.
- Interfaced with product stakeholders, contributed to code reviews, led technical interviews as daily responsibilities.

Freelance Work : dev work for various freelance clients **Dec 2019 – May 2023**
Freelance Software Developer Remote
- Mar - May 2023: Collaborated with a designer to develop a WordPress website for a dance studio in Toronto, CA.
- Jan - Mar 2022: Prototyped an NFT marketplace app for EVM as a contractor for a stealth blockchain startup.
- Dec 2019 - Nov 2020: Contributed to multiple Unity videogame projects within the NYU indie game community.

Prophity : financial analytics SaaS startup **Mar 2021 – May 2021**
Front-End Developer Intern 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.

NYU Game Center Incubator : esteemed videogame development incubator program **Jun 2019 – Sep 2019**
Incubator Resident, Videogame Developer 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.

PROJECTS

PooledHouse (work in progress) pooledhouse.brysondavis.dev
- PooledHouse is a workplace review and transparency platform for restaurant workers in NYC.
- A full stack web application built with TypeScript, SvelteKit, Prisma, TailwindCSS, and Google Maps API.

Grainstems 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.

Crosshatch crosshatch.space
- Crosshatch is a colorful first-person puzzle-adventure videogame project with interdimensional mechanics.
- Developed over one year on a small team in Unity with logic for mechanics and interactions written in C#.

SKILLS

Languages
TypeScript, JavaScript, Python, C#, SQL, HTML, CSS

Frameworks & Tools
React, TailwindCSS, NextJS, Chakra UI, Node, PostgreSQL, GCP, Svelte, SvelteKit, Prisma, Unity

EDUCATION

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