# Bryson Davis

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## summary

I am a software developer based in Brooklyn, NY with background in videogame and app development in Unity as well as web development using React, Svelte, and Node. I have experience working with a wide range programming disciplines including web development, database management, networking, and performance optimization. Additionally, I am no stranger to long term projects or iterative development cycles.

## projects

**grainstems** a toy granular synth webapp | www.grainstems.net
DESIGNER/DEVELOPER, november 2020 - present
+ utilized react, tone.js, netlify, serverless functions, graphQL, faunaDB and AWS S3 to develop a fully functional granular synthesis webapp with a database of user-submitted samples to manipulate.
+ independently developed and structured the project top to bottom.
+ designed and implemented custom UI SVG react components.

**crosshatch** a cross-dimensional puzzle game | www.crosshatch.space
HEAD PROGRAMMER, june 2018 - december 2019
+ ideated and prototyped an original IP on a small four-person team.
+ implemented core game mechanics in a performant fashion while debugging and optimizing existing code.
+ set up and maintained version control system using GitHub.
+ advised the rest of the team on feasibility of new feature ideas.
+ developed an original promotional website for the project.
+ one of four games selected to be a part of the NYU game center incubator program in 2019, where we received funding and guidance from the university staff to help lead our team to success.

## skills

+ thorough knowledge of **data structures** and **optimization algorithms**
+ **languages**: JavaScript, Python, C#, OCaml, Haskell, HTML, CSS, SQL
+ **frameworks** and **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**: computer science, **minor**: film studies