CHASE DAVIS

CONTACT

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PROJECTS

- Portfolio Website
 - This Resume presented on a live website.
- Lua Website
 - Website built for learning the language Lua.
- Tycoon Game
 - A fairly small tycoon game made with typescript.
- Python Games
 - A folder of games made with python.
- State Machines
 - Developed simulators for DFA, NFA, and Turing Machines

PLANNED CERTIFICATIONS

- Security +
- Blue Team Level 1 (BTL1)
- CompTIA A+

PROFESSIONAL SUMMARY

Detail oriented and driven Computer Science student at Boise State University with hands-on experience in full-stack web development, data structures, system programming, and IT operations. Seeking an entry-level/Tier 1 job where I can apply my technical knowledge and strong problem-solving skills in a professional environment. As well as build experience.

EDUCATION

Expected graduation December 2025

Bachelor of Science in Computer Science Candidate

Boise State University

August 2021 - Present

EXPERIENCE

June 2022 - Current

Ramp Agent

G2 Secure Staff, Boise, ID

- Safely marshaled aircraft for arrivals and departures, coordinating with aircrew to maintain precise schedules.
- Operated various heavy machinery and service vehicles, ensuring timely cargo handling.
- Conducted security checks on aircraft and supported ground operations during critical time frames.
- Demonstrated strong adherence to safety protocols and communication under pressure.

June 2021 - August 2021

Lawn Care Technician

Weedman Lawn Care, Meridian, ID

- Performed fertilizer, weed control, and insect applications with safety and precision.
- Delivered excellent customer service while managing multiple service visits daily.
- Sold additional services and secured new clients, contributing to revenue growth.
- Handled hazardous chemicals with care and ensured environmental compliance.

RELEVANT COURSEWORK

• CS 208 - Full Stack Web Development

- Built dynamic front-end and back-end applications using HTML, CSS, JS

CS 253 – Software Development in C

- Mastered pointers, memory management, and systems-level programming

CS 321 – Data Structures

- Implemented heaps, trees, graphs; explored BFS/DFS and hashing

• ECE 330 - Microprocessors

Programmed in assembly; understood memory systems and I/O interfacing

• CS 155 - Version Control

- Utilized Git for branching, pull requests, and merge conflict resolution

• CS 331 - Computer Security

- Exploring threats, encryption, and network security fundamentals

• CS 471 - Software Engineering

- Emphasis on Agile, unit testing, and collaborative development

SKILLS

- Languages: Java, C, Python, JavaScript, HTML/CSS, Assembly
- Tools/Frameworks: Git, GitHub, Shell scripting, Visual Studio Code, intellij, VM's
- **Concepts:** OOP, Full-Stack Web Development, Data Structures, Algorithms, Cybersecurity
- Systems: Linux, Windows, MacOs, Command Line, Microprocessor Systems
- Soft Skills: Problem Solving, Communication, Teamwork, Agile Development