Tyler Davis

Senior Front-End Engineer

tylerkoreydavis@gmail.com
linkedin.com/in/tylerkdavis
github.com/datadazer
(925) 334-6001

Technical Skills

Strengths: Javascript, HTML5, CSS3, React, Redux, Ember.js, Rails, Bootstrap 4, Qunit, D3, Oauth2, Drupal 8
Competent: Sass, rspec, Node.js, Backbone.js, Angular, PostgreSQL, Express, PHP

Experience

Web Developer | **Pool & Hot Tub Alliance** | November 2018 - December 2019
- Developed new PHTA.org e-commerce site and legacy NSPF.org sites using HTML5, CSS3, Javascript, and PHP.
- Updated systems to improve user experience (UX) for non-profit impact to over 100,000 users internationally.
- Designed registration UX for the World Aquatic Health Conference, decreasing complaint calls from ~50 last year to 0.

UI Developer | **Bolt Threads** | May 2015 - November 2017
- Collaborated with diverse teams to develop an entire Laboratory Information System (LIMS) from scratch using Ember.js, Ruby on Rails, PostgreSQL, Bootstrap, SCSS, and Oauth2 for managing scientist data and inventory.
- Presented updates of new features and bug fixes to validate user experience impact of ever changing R&D processes.
- Planned, prototyped, built, and maintained a flexible interface which increased data entry and quality by about 80%.
- Increased scientists' productivity by automating data and connecting equipment to LIMS system.
- Discovered vital quality trends of product by providing D3 charts for analysis of thousands of samples in seconds.
- Created a user flow through intuitive search and navigation methods for large scale manufacturing materials.
- Built systems for large scale inventory tracking with barcodes, streamlining inventory and data recording.
- Practiced leadership fundamentals through an HR provided course by encouraging an open feedback culture.

Projects

Conway's Game of Life | Software Engineer | https://github.com/datadazer/conway-gol | 2020
Description: A project on limitations of React's default rerendering capabilities versus vanilla js and canvas.
- Created two versions of to explore Canvas with and without React.js
- Discovered challenges similar to using D3.js with Ember.js framework working with lifecycle methods.
- React was restricted to rerender 6000 items with performance issues versus 50,000+ on vanilla js per step.

Robofriends | Software Engineer | https://github.com/datadazer/robofriends | 2018
Description: An application less on ui/ux and more for showing react, redux, and thunk practices.
- Built using react and redux best practices, including proper components, containers, and async api requests.

World Orchestra| Software Engineer | https://github.com/WorldOrchestra/WorldOrchestra | 2015
Description: A collaborative music application where users can create, remix, and share tracks to create songs.
- Developed an interactive music experience using Backbone, D3, Tone.js, Node.js, Web Audio API.

Education

Udemy - The Complete Junior To Senior Web Developer Roadmap | 2017 - 2018

Hack Reactor - San Francisco | 2014 - 2015
Advanced Software Engineering Immersive

Personal Interests

I love rock climbing, hiking, meditation, drinking tea, designing video games, and reading sci-fi novels in my free time.