

IAN DAVIS

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EDUCATION

Bachelor of Computer Science, Oregon State University

In Progress

SKILLS

Languages	C#, JavaScript, TypeScript, SQL
Frameworks	.NET Core, Entity Framework, Vue.js, Tailwind CSS
Tools	Azure DevOps, FFmpeg, Git
Database	PostgreSQL, SQL Server
Other	REST API Design, CI/CD, Docker, Software Architecture

EXPERIENCE

Software Engineer - Platform

02/2022 - Present

MemoryShare

Dallas, TX

- Designed and rebuilt a production media processing platform in C#, owning performance, reliability, and operational workflows. Reduced end-to-end render time from 20+ minutes to under 2 minutes by restructuring the pipeline and offloading archive generation and HLS streaming to background workers.
- Led the technical development of a real-time collaborative media platform over two years, supporting simultaneous contributors at scale. Architected a SignalR-based editor with anonymous QR-based access and cloud function integrations for automated facial recognition and copyright detection.
- Built an automated media compliance system that generated alternate video versions using pre-approved music assets. Resolved production scaling bottlenecks by introducing multipart rendering for large videos averaging 300+ slides.
- Implemented perceptual image hashing to detect duplicate and near-duplicate assets at upload time, improving data quality and reducing manual curation effort by over 50 percent for large media collections.
- Led the migration of 160,000+ videos from direct MP4 delivery to HLS streaming via CDN, eliminating 30+ second scrub buffering and reducing playback-related support tickets by 90 percent. Moved original assets to cold storage to optimize long-term storage costs.

Instructor Assistant

12/2021 - 06/2022

PDX Code Guild

Portland, OR

- Mentored a 30-student cohort through a six-month full-stack curriculum, guiding engineers across JavaScript, Python, Flask, and Django while reinforcing software fundamentals and production-ready practices.
- Supported students across multiple technology stacks by reviewing pull requests, debugging framework-specific issues, and mentoring individuals on source control, API design, and deployment workflows.

PROJECTS

Callsign Developed a VS Code extension for exploring and testing OpenAPI specifications with an integrated HTTP client. Features include spec visualization, request building, and response inspection.

<https://iandavis.dev/projects/callsign> | [VS Code Marketplace](#)

Forma Built a real-time action roguelite using Three.js and a custom Entity Component System architecture. Features procedural dungeon generation, AI enemies with spatial awareness, and responsive 3D combat with low-poly aesthetics.

<https://iandavis.dev/projects/forma> | <https://forma.iandavis.dev>