

Connor Davis

Software Developer

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Professional Experience

Software Engineering Intern at Badger Technologies

May 2019 - August 2019

- ▶ Worked for a robotics startup to develop over 30 features across multiple web applications in Ruby and Angular
- ▶ Trusted to implement complex data migrations affecting hundreds of thousands of data entries
- ▶ Contributed over 1200 lines of full stack code to existing production solutions while utilizing Linux and GitHub version control

Software Development Intern at Lexmark

May 2018 - August 2018

- ▶ Used Azure Cloud, C#, and RESTful API's to enhance Lexmark's cloud printing functionality
- ▶ Participated in Agile development and daily Scrum meetings
- ▶ Collaborated with senior architects and developers from multiple teams

Prototyping Guide at Engineering Innovation Center, University of Kentucky

January 2018 – Current

- ▶ Trusted to teach students novel skills not taught in the classroom
- ▶ Required to be proactive, friendly and approachable while also conveying important information to students
- ▶ Taught valuable skills in 3D printing technologies, 3D modeling, laser engraving, and CNC machining

Programming Competitions

Hackathon: VolHacks IV at The University of Tennessee, Knoxville

September 2019

- ▶ Earned Best User Experience Hack out of 53 teams
- ▶ Used Unity and C# to develop a game for sharpening programming skills through solving code-based puzzles
- ▶ Collaborated on a team of 2 to develop a novel learning tool in the span of 36 hours

Hackathon: CatHacks IV at The University of Kentucky

March 2018

- ▶ Earned 1st place out of 25 teams on a team of 3
- ▶ Used C++ and the Oculus development kit to create a unique shader development tool
- ▶ Made an environment to write custom shaders and render changes in real time through side-by-side visuals
- ▶ Handled integration with Oculus VR to allow up close viewing and manipulation of shaders in virtual reality

Education

University of Kentucky

Lexington, KY

August 2016 – May 2020

Bachelor of Science in Computer Science (Cumulative GPA: 3.42)

Computer Skills

Programming Languages

AngularJS	Ruby	Python
C++	C#	C
Java	HTML	Arduino
Matlab		

Design

Unity	Illustrator	Photoshop
OnShape	Inventor	Premiere

Interests

Full Stack Development, Game Development, Virtual Reality, Rapid Prototyping, 3D Modeling, Graphic Design

Ongoing Projects

Virtual Reality Game

A semester-long study into VR development using the Unity game engine, C#, and the Oculus development package

Ophthalmology in Virtual Reality

A semester-long project to develop a VR/AR learning tool for ophthalmology students to learn parts of the eye. Developed in Unity using the AndroidVR, ARKit and ARCore development kits for iOS and Android