

# Connor Davis

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## Software Developer

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## Professional Experience

### Software Engineering Intern at Badger Technologies

May 2019 - August 2019

- ▶ Utilized Angular and Ruby to develop over 30 features across multiple web applications while working in a Linux environment
- ▶ Contributed over 1200 lines of full stack code to existing production solutions
- ▶ Implemented complex data migrations affecting hundreds of thousands of data entries

### Software Development Intern at Lexmark

May 2018 - August 2018

- ▶ Used IoT, Azure Cloud, and C# to develop a proof of concept enhancing Lexmark's cloud printing functionality
- ▶ Presented and demoed at company-wide technical symposium
- ▶ Participated in Agile development processes
- ▶ Collaborated with senior architects and developers from multiple teams

### Prototyping Guide at Engineering Innovation Center, University of Kentucky

January 2018 – Current

- ▶ Taught students to use 3D printing technologies in addition to 3D modeling, laser engraving, and power tools
- ▶ Aided students in developing personal projects as well as class assignments
- ▶ Required to be knowledgeable and prepared to teach individuals how to utilize the different tools and machines

## Projects

### Hackathon: VolHacks IV at The University of Tennessee, Knoxville

September 2019

- ▶ Collaborated on a team of 2 to develop a project in the span of 36 hours
- ▶ Utilized Unity in developing a game to sharpen player's programming skills through solving code-based puzzles
- ▶ Earned Best UX Hack while presenting alongside 52 other teams

### Hackathon: CatHacks IV at The University of Kentucky

March 2018

- ▶ Earned 1<sup>st</sup> place out of 25 teams on a team of 3
- ▶ Developed an environment to write custom shaders and render changes in real time through side-by-side visuals
- ▶ Implemented the Oculus SDK to allow controller input and virtual reality viewing of shaders
- ▶ Continued project at Eastern Kentucky University's Student Symposium, earning 2<sup>nd</sup> place out of 20 undergraduate and graduate students

## 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, Rapid Prototyping, 3D Modeling, Graphic Design

## Ongoing Work

### Virtual Reality Development

A cooperative semester-long study into the development of virtual reality games using the Unity game engine and C#

### Personal Website

A website to showcase my personal and professional experiences as well as show off some of my recent work