Connor Davis

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 utilizing GitHub configuration management**
- ▷ **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 1st 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 2nd 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, Virtual Reality, Rapid Prototyping, 3D Modeling, Graphic Design

Ongoing Work

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

Ophthalmology in Virtual Reality
A Computer Science capstone project to assist ophthalmology students in learning parts of the eye by developing a virtual reality learning tool using Unity and AndroidVR.