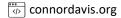
# **Connor Davis**

## Software Developer

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# github.com/davisjc22

## **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 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#	С
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.