

Davey Jay Belliss

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EDUCATION

University of California, Davis

Bachelor of Science in Computer Science, June 2018

Minor in Technology Management

- ♦ GPA: 3.655/4.0
- ♦ Dean's Honor Roll: Spring 2015, Fall 2015, and Spring 2016
- ♦ UCD Computer Science Club
- ♦ Treasurer of UCD Videogame Development and Arts Club

Relevant Coursework

- ♦ Database Systems
- ♦ Algorithm Design
- ♦ Web Programming
- ♦ Data Structures and Programming in C++
- ♦ Software Development and Object Oriented Programming in C++

PROFESSIONAL EXPERIENCES

Signal Laboratories

Software Engineering Intern, June 2016 – September 2016

- ♦ Created and managed a build system using Jenkins to automate the testing of updated code pushed to GitHub to verify that expected values were equal or close to actual values.
- ♦ Created and tested accuracy of digital filter classes in C++ using fixed-point data types. Actual results were within .1% of expected results.
- ♦ Compared outputs of digital filters in C++ with outputs from Verilog. Ensured values were bit accurate between C++ and Verilog.

SKILLS

Proficient with: C++, C#, HTML/CSS, Python, Linux, Git, Bash

Comfortable with: Matlab, R, Batch, JavaScript, Java, SQL

PROJECTS

Weather.html

- ♦ A web page utilizing HTML, CSS, JavaScript which allows users to search for the weather at various locations. Source code can be found on GitHub. Visible <http://dbelliss.github.io/Weather-Webpage/>.

FUNIX

- ♦ A recreation of the Unix command prompt written in C++ capable of performing basic commands to respond to user input, mimicking a basic file system.

Compression

- ♦ An encoder and decoder written in C++ for lossless compression of files using the Huffman encoding algorithm.

Anchor Alarm

- ♦ iOS app developed in Swift for iOS DevCamp. Uses JBL API to play a song and display certain patterns using the LEDs on a JBL Pulse 2 speaker. Source code can be found on GitHub. <https://github.com/dbelliss/AnchorAlarm>

Unity Platformer Game

- ♦ A simple 2D platformer game using Unity. Currently a work in progress. Source code found on GitHub. <https://github.com/dbelliss/BlobPlatformer>