

# DAVEY JAY BELLISS

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## Special Skills

- C++
- HTML/CSS
- Javascript
- Git
- Java
- SQL
- Jenkins
- Prolog
- Linux

## Employment

### Software Engineering Intern

*S&C Electric Company*

**June 2017 - Sept 2017**

*Alameda, CA*

- Used machine learning and process mining to analyze event logs for signs of equipment issues
- Created a program to take in data from kafka and scan it for equipment issues- using the patterns found previously- and power system issues- using information from senior engineers
- Created a web UI for an issue scanner and to allow users to easily view the MySQL database storing the inputs and outputs to the issue detector

### Software Engineering Intern

*Signal Laboratories*

**June 2016 - Sept 2016**

*Menlo Park, CA*

- Designed and developed a build system using Jenkins to automatically test updated code pushed to GitHub
- Created and tested digital filter classes in C++ using fixed-point data types. Results were within .1% of expected
- Compared outputs of digital filters in C++ with outputs from Verilog. Ensured values were bit accurate between C++ and Verilog

## Projects

### Weather App

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

### Pyramid Escape

- A short 3D adventure game made in Unity alongside 2 other programmers for the UC Davis Game Development and Arts club's week-long Game Jam
- Executables and source available at <https://github.com/thomastran8/PyramidEscape>

### SShell

- A recreation of the Unix shell using C
- Performs Unix commands using the fork-exec-wait process
- Source available on request

## Education

### BS in Computer Science

*University of California, Davis*

**June, 2018**

*Davis, CA*

GPA: 3.7/4.0

- Dean's Honor Roll: Sp/Fa 2015, Sp/Fa 2016 and Wi 2017

### Relevant Coursework

- Algorithm Design
- Database Systems
- Data Structures
- Computer Networks
- Programming Languages