**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