Davis Spradling

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Education

University of North Carolina at Charlotte | Charlotte, NC **Expected Graduation Fall 2024**
B.S. - Computer Science
Concentration: AI, Robotics, and Gaming *Cumulative GPA: 3.65*

Coursework: Data Structures & Algorithms, Software Engineering, Intro to Artificial Intelligence, Machine Learning, Computer Operating Systems and Networking, Database Design & Implementation, Parallel Systems and High Performance Computing research, Logic & Algorithms, Linear Algebra, Probability and Statistics, Calculus II

Skills & Technical Tools

Languages: Java, Python, SQL, JavaScript, C++, HTML/CSS, PHP

Technologies: Git, Github, AWS (Cloud Practitioner Certified), Jupyter Notebook, MySQL, SciKit, SciPy, Numpy, Pandas, MatplotLib, TensorFlow, Docker, VSCode, Flask, API, BootStrap, MongoDB, AutoCAD, Microsoft Teams, SalesForce

Operating Systems: Linux, Windows, MacOS

Experience

IT Technician | UNC Charlotte **August 2022 - Current**

- Responsible for troubleshooting any technological problems at the University of North Carolina at Charlotte that may include bugs in software or hardware problems. Make sure to be an effective communicator, leader, and role model for all staff.
- Able to effectively communicate to over 2000 professors as well as troubleshoot over 1200 classrooms all across UNC Charlotte's campus.

Computer Engineering Intern | Power Relay Solutions **October 2022 - December 2022**

- Design, program, and test substation HMIs, automation controllers and gateways, and network and serial communications equipment for over half a dozen clients all over the United States.
- In charge of programming relays and setting microprocessor-based protective relays for electric power generation, transmission lines, substations, distribution network, and industrial power systems.

Projects

Non-Profit Seeker

- Hackathon (Hack @Davidson) award winning project "Technology for Best Use"
- Involves organizing data from Form 990's inorder to easily show information about nonprofits through a search navigation with a rating algorithm for each nonprofit.
- Originally a static website done using Javascript and Python but later redone dynamically using MySQL and PHP.

NFL Career Longevity

- Machine learning project investigating the utility of the NFL Scouting Combine in predicting the matriculation and long-term success of prospective NFL players through both classification and regression models.
- Through feature engineering was able to uncover new features in the field that allow for higher accuracy among models.

Market Reader LLM

- Website built using LangChain API, OpenAI API, and Flask that allows for users to put information into a .txt file and quickly and easily get simplified output for market data.

Neuse River Landscape Website

- Website built using HTML, CSS, and Javascript that acts as a website where users can both schedule and contact the owner to make it easy to schedule appointments for client and owner.

Undergrad Research (Parallel Systems and High Performance Computing research)

Large Scale Entity Matching for theAdvisor

- Develop theAdvisor, a Python-based tool aiding scholars in discovering pertinent research papers and integrating data from diverse sources like DBLP, Microsoft Academic Graph, and Citeseer.
- Implement matching algorithms utilizing advanced hashing techniques and address data inaccuracies to improve accuracy and reliability of matched entities and confront data volume issues by employing large-scale processing like MapReduce.
- Goal was to ensure efficient processing, matching, and integration of extensive data sets and elevate theAdvisor's capability to offer scholars a comprehensive and accurate research paper repository.