Eric Christopher Davis, Jr.

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Objective

To obtain a Full-Time position in Software or Database Development.

Education

University of North Florida Jacksonville, Florida
Expected Graduation: April 2019
Bachelor of Science in Computing and Information Sciences
Concentration in Computer Science

Computing Skills

- Computer Programming - C, Java, C++, SQL
- Windows Operating Systems
- Microsoft Office Applications
- Unity Game Engine

Related Coursework

- Data Structures
- System Software
- Compilers
- Data Modeling
- Computer Hardware
- Computability and Automata
- Graph Theory
- Operating Systems
- Software Engineering
- Mobile App and Game Development

Related Experiences

Compilers   January 2018 – Present
- Understand the concepts of languages to translate them to be computable.
- Capable of creating a Lexical Analyzer for a given language.

Data Modeling   January 2018 – Present
- Analyzing a set of data requirements to create an ER diagram.
- Capable of creating a database and integrate it into Java programs.

Software Engineering   January 2017 – Present
- Managing group projects to effectively carry out assigned work.
- Analyzing requirements to create an effective design to achieve the best outcome.
- Able to create lists of requirements effectively during meetings with clients.

Work Experience

Technical Analyst   April 2018 – February 2019
nRollTech   Jacksonville, Florida
- Worked up to 30 hours a week while successfully balancing a full course load
- Became HIPAA certified so that I can effectively, and safely, store sensitive data so that an employee can apply for health insurance.
- Able to use problem solving and data analytics to find, and report, issues with information provided by multiple sources.

Computing Projects

D&D Character Manager   Personal Project
- This project is actively being developed to show my ability in Database and Application Development.
- I am using MySQL and Java to build a system to create, manage, and store all character data for a user.

Melancholy – Mobile App & Development   University of North Florida
- Worked as the UI Developer in a group of 3 people that created a tech demo for a video game concept.
- Used Unity and C# to create an effect Modal Window and scene transition system to present the game to a user.

Activities

UNF Gaming & Development Club   January 2017 - Present
Leadership Positions

- President   December 2018 – Present
- Vice President of Game Development   February 2018 – December 2018
- Vice President of Gaming   October 2017 – February 2018
- Communications Director   September 2017 – October 2017

The organization ran events where students would gather together to play board games and to make video games. During my time in leadership I handled the communication and logistics of the club. We had an average of 30 students a week.