BRANDON DAVIS

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Brandon Davis Portfolio (bdavis90.github.io)

EXPERIENCE

ASSOCIATE SOFTWARE ENGINEER III

MedFuse | Homdel, N] 11/2020 - 07/2023

- Created a global search UI component for the MedFuse One platform in a Blazor Server environment, utilizing Fluxor for efficient state management. This component filters search checkboxes, allowing customers to dynamically build and run data queries on demand.
- Upgraded few .NET Framework projects to .NET Core, leveraging .NET Standard packages for forward-compatibility and utilizing non-blocking/asynchronous operation calls to optimize application performance.
- Maintained and enhanced CLR SQL Server functions to perform REST API calls directly within SQL queries, aiming for data integration and processing capabilities.
- Integrated Street Address API and Map API to accurately verify addresses and coordinate geo-information for Healthcare Providers (HCP).
- Utilized advanced geospatial types including SqlGeometry, SqlGeography, and NetTopologySuite in C# for sophisticated spatial data processing.
- Developed comprehensive unit tests to ensure code reliability with MSTest.
- Experienced in working with both Code-First and Database-First approaches in Entity Framework Core (EF Core).
- Wrote custom SQL Server queries and ran orchestrated workflows to generate tailored data reports, meeting specific customer requirements on demand.
- · Participated in daily standups and collaborated using Git and Azure DevOps Services for version control.

EDUCATION

BACHELOR OF SCIENCE IN GAME DEVELOPMENT

Full Sail University 06/2021-11/2023

- Accolades: Salutatorian, Course Director Award for Programming II
- GPA 3.2

TECHNICAL SKILLS

WEB DEVELOPMENT

- C#, JavaScript, HTML/CSS
- .NET, Asp.Net Core, MVC, Razor Page, Blazor Server
- React
- Web API
- Entity Framework Core,
- SQL/TSQL
- SSMS, Visual Studio, Azure

SOFTEWARE DEVELOPMENT

- Python
- · Object-Oriented Programming
- Data-Oriented Programming

GAME DEVELOPMENT

- C++
- 3D Math Programming
- Unity, Unreal Engine, Godot