

Brandon Davis

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Education

University of North Carolina at Chapel Hill

Expected May 2017

- Bachelor of Science in Computer Science, GPA 3.3

Relevant Coursework

- Computer Organization and Design, Software Design (Java), Files and Databases, Advanced Web
- Calculus 1 – 3, Discrete Mathematics, Linear Algebra

Work Experience

SQL Sentry, LLC (Charlotte, NC)

June 2015 – Present

QA Specialist, Intern

- Created robust test suite in Ranorex for automating production web application testing
- Work as part of an agile team testing desktop and web software
- Develop internal tools for assisting with SCRUM task management
- Identify and report bugs to development branch

UNC Information Technology Services (Chapel Hill, NC)

November 2014 – May 2015

Walk-in Technician

- Diagnosed and repaired software issues on OS X and Windows
- Recovered and backed up client data using department's custom scripts
- Communicated one-on-one with students and faculty to troubleshoot technology

Mitchell High School IT Department (Ledger, NC)

June 2011 – May 2013

IT Assistant

- Imaged and diagnosed computer problems on Apple MacBooks for 450 students and faculty
- Greeted clients and gave preliminary assessment of their issues
- Managed the IT help desk when my supervisor was away or unavailable
- Assisted with MySQL DB management manually and with my own custom written PHP scripts

Personal Projects

HackNC Mobile Application (HTML/CSS/JavaScript)

August 2015 - Present

- Help develop the first native mobile event application for UNC's fall hackathon
- Wrote dynamic schedule for updating and adding events ad-hoc
- Help create a system to link students with mentors, handling concurrency and backend services

TermPush (Python/JavaScript/MongoDB/HTML)

February – April 2015

- Send console output for long running services to web using sockets
- Send plain text to web with a single command and generate a link (similar to pastebin)

Redspin MC (BASH/Java/MySQL)

September 2013 – December 2014

- Operated a public and profitable Minecraft (videogame) server for a player-base of roughly 250
- Maintained a Linux server operating under high strain, and responded to downtime
- Organized community events, mediated player disputes, and responded to feature requests

Skills

Languages

Proficient – Java, Python, C#, T-SQL / SQL

Familiar – PHP, HTML/CSS, JavaScript, Bash

Other Technologies

Operating Systems – Windows (7/8/10) OS X (Snow Leopard through Yosemite) Linux (any Debian based)

Miscellaneous – Apache2, NginX, SQL Server, SSMS, Hyper-V, Ranorex