# Brandon Davis

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## Education

**University of North Carolina at Chapel Hill**                                             Expected May 2017
- Bachelor of Science in Computer Science, GPA 3.36

### Relevant Coursework
- Computer Organization and Design, Software Design (Java), Files and Databases, Advanced Web Development, Algorithms and Analysis, Computer Graphics, Digital Logic (Architecture)
- Calculus 1 – 3, Discrete Mathematics, Linear Algebra

### Leadership Experience
- UNC Computer Science Club Co-President                                                     2016-2017
- HackNC Dev Team Leader – contribute to website and mobile application development      2016-2017

## Work Experience

**Cisco Systems, Inc** (RTP, NC)                                                         May 2016 – Present
*Software Engineer, Intern*
- Develop internal python API for communicating with custom bug tracking system
- Design and build python scripts to catalog software, generate checksums, and publicly publish results
- Communicate with entirely offsite team and manager via messaging and videoconferencing

**SQL Sentry, LLC** (Charlotte, NC)                                                  June 2015 – March 2016
*QA Specialist, Intern*
- Created robust test suite in Ranorex for automating nightly production web application testing
- Worked as part of an agile team testing desktop and web software
- Developed internal tools for assisting with Team Foundation Server task management
- Identified and reported 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

## Personal Projects

**OpenCV BitCamp Hackathon Project** (C++/Python)                                            March 2016
- Two-member team project for BitCamp at UMD created in 36 hours
- Built a physical "joystick" to be tracked by a single web-cam out of miscellaneous art supplies
- Learned computer vision (OpenCV) to construct a 3D orientation matrix of the joystick
- Used this model as input for an OpenGL flight simulator game created by my teammate

**Spotify Predictive Playlists** (Python/MySQL/Flask/HTML/JavaScript)          October 2015 – December 2016
- Wrote a web crawler and used Spotify API to fetch data and populate ~300,000 song/playlist records
- Designed a database schema to hold these records, and used proper indexing to optimize my queries
- Desgined SQL queries for analyzing trends and predicting new content based on user preferences
- Implemented a REST API using Python/Flask and a web front end for interacting with the data.

**HackNC Mobile Application** (HTML/CSS/JavaScript/Python/Flask)               August 2015 – October 2015
- Helped develop the first mobile event application for UNC's fall hackathon.
- Wrote dynamic schedule for updating and adding events ad-hoc
- Helped create a system to link students with mentors, handling concurrency and backend services

## Skills

**Languages**          Python, C#, C++, Java, T-SQL / SQL, JavaScript, bash, HTML/CSS
**Other Technologies**  Git, MongoDB, MS SQL Server/MySQL, Ranorex, LAMP, Debian Linux user for 4+ years