

Jeremy Davis



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<https://www.silverwindworkshop.com/>

Summary

Aspiring game designer and software engineer looking to learn new technologies, collaborate and grow within a passionate team, while providing a unique skill set to further the goals of your business.

Experience Totals:

Software Engineering - Total: 2 years, 5 Months with 2 years in healthcare.

Independent Tabletop Game Designer: 1 Year, 2 Months.

Technologies:

React JS, Angular JS, Unity, C++, C#, Javascript, Java, SQL (MSQL/PSQL), HTML, CSS, Git, Node.js, Game-maker Studio, Typescript, Microsoft Word, Microsoft Excel, Adobe Photoshop, Jira, Trello.

Skills:

Game Design, Programming, Strong Horizontal and Vertical Communication Skills, Problem Solving, Analysis, Leadership, Delegation, Teamwork, Mathematics, Marketing, Graphical Design, UX Design, Strong Eye for Detail, Critical Thinking.

Highlights:

Led the AT5 Agile Team to completion of unexpected business shift mid-sprint before major release affecting over 4.5 million healthcare users and over 65,000 physicians in California.

Experience



Game Designer

Silverwind Workshop

Feb 2022 - Present (1 year 5 months)

- Independent Game Design with a focus on User Experience for Dungeons & Dragons via Roll20 Marketplace.
- Roll20 Published Complete overhaul of all aspects of leveling a character while providing new skill trees that allow for any character concept to be built from the ground up by spending talent points between 29 new skill trees.
- Module Includes: 9 New Martial Skill Trees, 12 New Magic Skill Trees, 8 New Utility Skill Trees, 65 New Spells, 19 New Weapons that play well with base 5th Edition or this Module, 43 Inventions/Enchantments/Enchanted Items crafted through Artifice, 34 New Potions/Poisons crafted through Alchemy, 7 Example Characters with backstories included, 30 New Art Assets representing each Skill Tree and H.E.L.P.E.R., my robotic tutorial bot.
- Responsibilities: Drove 100% of the Game Design, User Experience, & Graphic Design.



Senior Software Engineer

Blue Shield of California via Infosys

Mar 2021 - Present (2 years 4 months)

- Lead Software Engineer for Portal L2/L3 team. Lead Software Engineer for AT5 Agile Team.

- Development, bug-fixing, and code analysis of a large codebase that serves 4.5 million users and 65,000 physicians.
- Led & Delegated tasks to a team of 5 offshore software engineers, as well as providing Knowledge Transfers for Portal Support Team, Urgent Solutions Team, and Junior Associates.
- Awarded Infosys Certificate of Appreciation – Going The Extra Mile and Infosys Certificate of Excellence – Rising Star for work ethic and overdelivering.

Education



Arkansas State University

Bachelors of Computer Science



Arkansas State University

Associates of Computer Aided Drafting & Design (CADD)



Licenses & Certifications



Cobalt Cloud Certification - Infosys



Global Agile Developer Certification - Infosys

Skills

agile • c++ • communication skills • css • html • Unity • React.js • AngularJS • Team Leadership • GameMaker Studio

Honors & Awards



Infosys Certificate of Excellence – Rising Star - Infosys

Dec 2022



Infosys Certificate of Appreciation – Going The Extra Mile - Infosys

Jan 2023