JEREMY DAVIS

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SUMMARY:

Aspiring software engineer and game designer 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.

TECHNOLOGIES:

React JS, Angular JS, Unity, C++, C#, Javascript, Java, SQL (MSQL/PSQL), HTML, CSS, Git, Node.js, GML, Typescript.

SKILLS:

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

PERSONAL PROJECTS

Randomized Map Generator (JS | HTML | CSS):
- The primary component of the web app I lead a team of four software engineers in creating, DnDone. This component was created entirely by me.
- Users are able to choose a large variety of interior & exterior themes, as well as the size for their map, before the web app creates a new randomized dungeon map for Dungeons & Dragons.
- Intelligent algorithm ensures a minimum of complexity to the critical path of the players, with the right path never being obvious.

Cat Collector – An API That Lets You Adopt Virtual Cats (API):
- Built in Java and React JS, I was responsible for the creation of the backend API.
- Developed by a team of two engineers lead by me. Part of a short initiative for me to develop the backend for my teammate's frontend application based on my design.

Withward – A Website for Booking Trips with Friends (FrontEnd | API):
- Built in React JS and Java, I was responsible for the creation of the frontend.
- Developed by a team of two engineers lead by me. Part of a short initiative for me to develop the frontend for my teammate's backend API based on his design.

ACHIEVEMENTS AND CERTIFICATIONS:

- Graduated with Cum Laude
- Placed in the 96th Percentile in Mathematics on the ACT
- Infosys Certificate of Appreciation – Going The Extra Mile
- Infosys Certificate of Excellence – Rising Star
- Global Agile Developer Certification

EDUCATION:

Bachelors of Computer Science with a Minor in Business
Arkansas A-State University, Jonesboro AR
08/2016 – 05/2020

Associates of Computer Aided Drafting & Design (CADD)
Arkansas State University – Beebe, Beebe AR
08/2008 – 05/2010

WORK EXPERIENCE:

Blue Shield of California via Infosys:
Senior Associate
02/2021 - Present

Achievements/Tasks:
- Lead Software Engineer for Portal Support 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.
- 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.

Published Dungeons & Dragons 5e Addon Author:
02/2022 – Current

Achievements/Tasks:
- Independent Game Design with a focus on User Experience.
- (Store Page) 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.
- Detailed Patch Notes.