

# Jerry Davis



jwdavis8589@gmail.com



5012599109



[linkedin.com/in/jerry-davis-8991641b4](https://www.linkedin.com/in/jerry-davis-8991641b4)



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

## Summary

Game Designer with a successfully shipped Systems Design commercial product for the popular Dungeons & Dragons virtual tabletop, Roll20.

Accomplished Software Engineer with over 2.5 years of software engineering experience working with a large codebase for a renowned healthcare provider that services 4.5 million customers and over 65,000 physicians.

### Technologies:

React JS, Angular JS, Unity, C++, C#, Redux, Javascript, Material UI/MUI, Bootstrap, Java, Springboot, SQL (MSQL/PSQL), HTML, HTML5, CSS, SCSS, Git, PHP, MS Azure, Node.js, Game-maker Studio, Typescript, Microsoft Word, Microsoft Excel, Adobe Photoshop, Jira, Trello.

### Soft-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 an international Agile Team to completion of a 2 week sprint in only 14.29% of the allotted time due to a sudden business shift as part of a major release. Through hard work, communication, and thoughtful delegation, my team and I were able to meet the updated deadline.

## Experience



### Game Designer

Silverwind Workshop

Feb 2022 - Present (1 year 6 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, and 30 New Art Assets.
- Responsibilities: Drove 100% of the Game Design, User Experience, & Graphic Design.

## **Senior Associate Developer**

Infosys

Mar 2021 - Mar 2023 (2 years 1 month)

- Extensive software engineering experience working for BlueShield of California client via Infosys.
- 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

## **Honors & Awards**



**Infosys Certificate of Excellence – Rising Star** - Infosys

Dec 2022



**Infosys Certificate of Appreciation – Going The Extra Mile** - Infosys

Jan 2023