

# Jeremy Davis

United States (Willing to Relocate)



jwdavis8589@gmail.com



5012599109



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



<https://thankful-bush-09cf586102.azurestaticapps.net/>

## 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.

### 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 3 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 2 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