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| 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.

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| 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. | 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 | |
| Personal Projects   |  | | --- | | **Randomized Map Generator (**[**JS**](https://github.com/jwdavis1989/portfolio2020/blob/master/public/js/map_generator.js) **|** [**HTML**](https://github.com/jwdavis1989/portfolio2020/blob/master/public/html/map_generator.html) **|** [**CSS**](https://github.com/jwdavis1989/portfolio2020/blob/master/public/css/map_generator.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**](https://github.com/jwdavis1989/catCollector)**):**   * 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 to 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**](https://github.com/jwdavis1989/Withward-frontend) **|** [**API**](https://github.com/jwdavis1989/withward-java-1)**):**   * 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 to 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 * Cobalt Cloud Certification | | 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](https://marketplace.roll20.net/browse/gameaddon/14629/silverwind-workshops-skill-trees-and-leveling-overhaul)) 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. | |