

Madison Davis

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GitHub: <https://github.com/madisonDavis7> | Personal Website: <https://madisondavis7.github.io/portfolio/>

UI/UX Designer. Developer.

SOFTWARE DEVELOPER: dedicated to honing my skills and programming abilities in a variety of languages. I strive to keep an open mind when faced with challenges and have a strong desire to learn, grow and develop my skills.

→ **Knowledge:** Python, Java, HTML/HTMX, CSS, JavaScript, TypeScript; GitHub, Git; Web design (Django, React, Flutter, Ionic); Data Structures and Algorithms; OS (Unix/Linux, Windows); UI/UX; Firebase/ Firestore; Frameworks (Bootstrap/ Tailwind); Figma; APIs; Agile; Adobe Creative Suite; Microsoft; Canva.

EDUCATION

B.S. in Computer Science - Software Development concentration

UNIVERSITY OF MONTANA, Missoula, Montana, expected May 2026

Cybersecurity Hackathon: Earned 3rd Place in the 2024 Cybersecurity Hackathon for Missoula College

COMPETENCIES

Attention to Detail

Focus on Accessibility

Responsible and Reliable

Very Creative

Strong Organizational Skills

Embraces Challenges

Strong Interpersonal Skills

Desire to Learn

Passion for Design

PROFESSIONAL EXPERIENCE

Frontend Development Intern

ELM Utility Services, Missoula, Montana, August 2025 - present

- Work alongside the development team to fix bugs, add new features, and stylize their new employee portal. Explore testability, research best practices in React, interact with APIs, and meet the user story requirements.

Student Tech Educator & Consultant

IT Department, University of Montana, Missoula, Montana, November 2022 to present

- Provide faculty, staff, students, and administrators technical support for email, software, and hardware issues working within TDX Ticketing System. Communicate complex technical information to non-technical users.

IT Research Computing Support

- *Research Computing, University of Montana, Missoula, Montana, May 2024 to August 2025*
- Assist researchers with SLURM-based job submission on the HPC. Write Bash scripts for task automation, guide users through Linux system navigation. Maintain technical documentation and support ticket resolutions.

Product Support Intern

OpenSesame, Portland, Oregon (remote), November 2021 to June 2022

- Working with a mentor to create help tickets for users, streamline Agile workflows, and communicate with teams to provide smooth operations. I learned about documentation, UX design, management, and tech stack.

PROJECTS

A Guide to the Galaxy (Python, HTML, Django) – Developed a full-stack space-themed web app with user authentication, profile creation, database integration, and third-party APIs for dynamic space data. Agile.

Rubik's Cube Simulator (Java) – Built a logic-based Java app that visualizes, and reverses user-inputted Rubik's Cube moves, showcasing algorithmic thinking and user input handling.

Celestia (React, TypeScript, Tailwind, Firebase) – Created a responsive space-inspired web app featuring animated UI, API-driven content, and real-time backend support with Firebase. Clear wireframe using Figma. User research.

GreenGrid (JavaScript, HTML, CSS) – Designed a fake company's website with a focus on responsiveness, desktop and mobile friendly layout, appropriate theme, and simple hover effects to elevate the user's experience. Planned in Figma.

REFERENCES

Joshua Tucker
Client Experience Manager
University of Montana
Information Technology
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Michael Couso
Research Computing Specialist
University of Montana
Information technology
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