



Samuel Davidson

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Software engineer skilled in systems design, algorithms, and team collaboration.
Passionate about web development, distributed systems, and game design.

Experience

Google

Software Engineer - Since July 2017

Google Maps

- Significant contributions to the road traffic computation pipeline.
- Created developer tools and testing frameworks.
- Improved efficiency and accuracy of user traffic data analysis.

Google Cloud Kubernetes Engine (GKE)

- Improvements to GKE security.



Expedia

Software Engineering Intern - May to August 2016

Travel Package Pricing Team

- Improved monitoring and metrics throughout multiple back-end services.
- Architected and implemented a new package pricing service features to better price certain travel packages and minimize unnecessary margin loss. Results in a notable revenue increase.



DealerSocket

Software Engineer - May 2015 to February 2016

Core CRM Development Team

- Full stack web development with technologies including AngularJS, Typescript, Node, and .NET.
- Continuous deployment and automation with AWS.



Education

University of Utah

B.S. Computer Science - August 2013 to May 2017

Core study in software design, algorithms, data structures, and high level mathematics. Electives in computer networking, operating systems, distributed systems, data mining, iOS mobile app programming.



Skills

Technologies

- Angular, React, NodeJS, Closure, GCE, Kubernetes, Flume, Git, Unity3D, and .NET.

Languages

- JavaScript, Typescript, C/C++, C#, Go, Java, and CSS.