Bay Davis

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/zX3no
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Education

South Australian Certificate of Education - _Yankalilla Area School_

December - 2019

August - 2017

Certificate II Information Technology - _AIE_
Using XNA and C# I created two video games, an asteriods clone and a side scrolling platformer.

Feburary - 2017

Certificate III Information Technology - _AIE_
Using C++ I learned how to create terminal applications. I also learned vector and matrix math that applies to 2D and 3D rendering.

Experience

Yankalilla Youth Theatre
Audio Engineer
> I setup and manage all audio equipment required for a performance.
> This includes microphones speakers, mixers, wireless receivers/ transmitters and computers(hosting a digital audio workstation).
> I was also responsible for designing sound effects, selecting music and arranging it together for the performance.

April - 2021,
May - 2022,
_+61 480292920_

Projects

Gonk - _github.com/zX3no/gonk_
> A music player that can play common music file formats. It has a custom database for storing songs and a terminal user interface.

T - _github.com/zX3no/t_
> A command line application for managing tasks and projects

Areate - _github.com/zX3no/Areate_
> A map made for Counter Strike: Global Offensive. It was made using the _Squirrel_ programming language and _Valve's Hammer Editor_.

Omnia - _github.com/zX3no/Omnia_
> A project where I create a countdown timer in 15+ programming languages. It mostly serves as an overview/comparision of tooling, syntax, documentation and compile times.

Skills

Programming Languages - Rust, C++, SQLite, PowerShell, Regex

Audio Engineering - I have experience setting up speakers, microphones, instruments and managing them through a mixer. I have also used digital audio workstations extensively and am able to design sounds with synthesizers and manipulate audio files.

Video/Image Editing - Using software such as Adobe Premiere/Photoshop I can edit photos and videos. I can also create vector graphics such as this resume.