Joshua A. Davis

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EXPERIENCE

Abbott - Charlottesville, VA — Interface Analyst

MAY 2018 - PRESENT

Maintained and updated middleware for point of care devices in hospitals nationwide, and managed customer expectations along with project management. Middleware consisted of Visual Basic applications and more recently JavaScript/Mirth. Award winner for React development on an automated interface specification application.

C2 Technologies, Newport News, VA — *Developer*

AUG 2015 - AUG 2017

Developed and updated training simulations for small business and military contracts, focusing on Flash to HTML5 conversion. Main programmer on award winning simulations for the Department of Defense.

District Trivia, Bethesda, MD — *Intern (Co-op)*

JUN 2014 - AUG 2014

Developed updated versions of interactive applications using HTML5 for use in live events at local businesses.

PROJECTS

Deep Six Detritus — *C#/Unity*

2D space junkyard puzzle game with RPG elements, developed for PC and mobile.

Cake Raid — *C#/Unity*

2D tower defense with the theme of defending cake from eager bugs. Originally developed in part-time student group using C#/XNA and showcased at the Strong National Museum of Play; later ported to Unity.

Renu — *JavaScript/HTML5 for Windows 8*

2D platformer with shooter elements, focused around the theme of improving the world through technology.

EDUCATION

Rochester Institute of Technology - *B.S. GD&D*

DEC 2017

SKILLS

Actionscript 3, C#, C/C++, HTML5, Java, JavaScript, jQuery, PHP, Python, SQL, TypeScript

Autodesk Maya, Flash Professional CC, CS5.5, FlashDevelop, Git, jGRASP, Mirth, Photoshop, Team Foundation Server, Tortoise SVN, Unity, Visual Studio

CreateJS, DirectX 11, Hammer/Source SDK, Loom SDK, OpenGL, ReactJS