

Michael Davis

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Objective To have fulfilling full time employment in the Software Development industry developing software in effective, varied, and novel ways.

Education **Rensselaer Polytechnic Institute, Troy, NY** August 2008 - May 2012
B.S. Computer Science, Computer and Systems Engineering

Employment **Spatialkey, Remote** July 2012 - Present
Software Engineer

- Developed primary business logic using Java EE, Spring, Hibernate, PostgreSQL, MongoDB, and RabbitMQ
- Managed AWS EC2 infrastructure and instances and implemented Nagios monitoring of the entire infrastructure, minimizing downtime and risk
- Heavily modified open source tools to create a fault-tolerant zero cost geocoding solution with results competitive to expensive geocoding services and able to scale to the order of thousands of geocodes a second

Virtual Solutions Inc. / Tymefly Inc, Cambridge, MA May 2011 – December 2011
Software Development Intern

- Developed multiple algorithms to aid in dynamic W-2 form processing.
- Designed and developed many systems of a social scheduling website including database procedures, server-side models and controls, client-side views, controls, and models.
- Developed integration and synchronization with third party APIs

Languages Java, C#, Javascript, Python, Ruby, SQL (T-SQL, PL/pgSQL), Coffeescript, C, C++,
(by relative strength) Coldfusion, UnrealScript, Perl, GLSL, PHP

Tools/Libraries .Net, Android SDK, Apache, ASP.Net MVC, AWS (EC2, S3), CentOS, CSS, Fogbugz, HTML (HTML5), jQuery, JUnit, Linux, Mercurial, Nagios, OpenGL, PostgreSQL, Sinatra, SVN, Visual Studio, Windows, XML

Projects **Void** May 2012- September 2012
Designed and developed a 3D obstacle avoidance game using OpenGL ES 2.0 for Android's Google Play marketplace. Built with the goal of experimenting with design, it was made from scratch including multiple control schemes, collision detection, an MVC architecture, and a componential gameplay controller.

OpenZDK Spring 2010 – Spring 2011
Member of a 4 person international team that created the OpenZDK software development kit, enabling native programming on the Zune and Zune HD devices.

ECSE Design August 2010 - December 2010
Member of a 6 person team that designed a Virtual Window for the Intensive Care Unit of St. Peter's hospital in Albany, New York. Proposed high level system operation, designed virtual time zone shifting algorithm and created prototype server architecture.

Thank you for your time!