Nathan Davis

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EDUCATION

University of Alabama in Huntsville   Huntsville, AL   May 2023
Bachelor of Science in Computer Science, Minor in Game Design & Development   GPA: 3.56/4.0
Concentration: Entertainment, Game Design & Development
Athletics: UAH Club Soccer, Intramural Soccer, HASL Soccer
Honors: Member of the UAH Honors College

TECHNICAL SKILLS

Unity (9+ years)	CSS	Photoshop, Substance Painter
Unreal Engine (4+ years)	SQL	Maya, Blender
CryEngine (1 year)	PHP	Git/GitLab, Bitbucket, Perforce
C# (8+ years)	ASP.NET	Visual Studio, VS Code
C++ (4+ years)	API Development	Eclipse
Python	Postman	JetBrains
Java, JavaScript	Jenkins	Word, Excel, PowerPoint
HTML, HTML5	Docker	Teams, Slack
	Swagger	Agile Development (Jira, Confluence, Azure DevOps, Trello
	Photon Networking	

WORK EXPERIENCE

Torch Technologies, Inc.   **Huntsville, AL**   March 2023 – Present
Software Design Engineer II
- Worked on Simvana (https://simvana.com), a "serious game" virtual reality anesthesia simulator and learning platform for professionals and students working/studying in the medical field
- Practiced Agile development using Jira, Confluence, Unreal Engine 5, and Perforce
- Supported Meta Quest and HTC Vive platforms on both mobile and desktop
- Communicated with scrum team, sales team, artists, subject matter experts, and other developers

Pinnacle Solutions, Inc.   **Huntsville, AL**   May 2022 – August 2022
Game Developer
- Worked with the VMT (Virtual Maintenance Trainer) team designing virtual maintenance lessons in Unity for helicopters such as the Blackhawk, Apache, and Chinook and used/worked on in-house software
- Communicated with scrum team, artists, subject matter experts, and other developers

Slap Chicken Games   **Huntsville, AL**   June 2014 - Present
Game Developer/Freelancer
- Started my own game studio and YouTube channel for freelance work and personal projects where I post ongoing work and release assets for my community (https://youtube.com/SlapChickenGames)
- Exercised skills: Programming, rendering, lighting, level layout and design, AI programming, 3D modeling, 2D art, multiplayer networking, and UI design
- Published games and portfolio available at https://nathanzdavis.com

Lucid Software   **Atlanta, GA**   February 2020 – January 2024
Full Stack Software Developer
- Used Visual Studio and C#, SQL, HTML, JavaScript to design, modify, and add features to API's and databases as well as the back and front end of client's websites and software
- Used Agile practices (Azure DevOps) to accelerate workflow and finish tasks quickly and efficiently

Summit 7 Systems, Inc.   **Huntsville, AL**   September 2021 – September 2022
MSP Intern (Cybersecurity)
- Used Azure DevOps, ConnectWise Manage, and Microsoft suite to help ensure the cyber security of our government clients and fix problems on their system

(References available upon request)