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Daniel Davis

SOFTWARE ENGINEER

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PROFILE

Software engineer focused on custom tools and software for businesses.

01

Selected experience

- Analog Design Team

2021-2023
- Qorvo

- Contributed to analog hardware design from concept through validation, including circuit design, simulation, design reviews, layout collaboration, and debugging. Developed software and automation tools to accelerate analysis, verification, and other engineering workflows.
- Independent Product Engineer

2023-Present
- Freelance Contract Work

- Designed and delivered end-to-end web, iOS, desktop, AI, computer-vision, and autonomous-drone products for consumer and business applications.
 - Owned the product lifecycle from requirements and system architecture through interface development, backend integration, testing, and deployment.
 - Built products spanning business operations, family-care coordination, nursery management, automated inventory analysis, and game development.
 - Translated complex workflows into practical software with an emphasis on usability, automation, and maintainable architecture.
 - Two years of game development experience, primarily in Unity and Godot, spanning 2D, 3D, VR, and a wide range of genres.
 - Extensive experience with Claude, Codex, and Bezi, applying agentic AI tools and workflows to software development and game development.

02

Projects

- 1

Built full-stack platforms that helped businesses manage inventory, customer relationships, user onboarding, and employee operations. Designed unified workflows that reduced manual recordkeeping and kept operational information organized and accessible.
- 2

Developed an iOS platform combining a vetted caregiver job board with family-care coordination tools. Enabled families to schedule appointments, manage grocery and household tasks, and communicate through shared group conversations.
- 3

Built connected customer and administrative applications for a plant nursery. The customer app provided live inventory, in-store wayfinding, camera-based AR guidance, shared shopping lists, and a voice AI assistant for navigation and list management. The administrative app managed plant records, locations, photos, business invoices, inventory, and drone-survey workflows.
- 4

Engineered an autonomous drone workflow that surveyed predefined nursery quadrants, captured top-down video, returned home, and offloaded its data for analysis. The system counted and identified plants, routed uncertain results for human review, and synchronized approved findings with the inventory backend.
- 5

Designed and developed gameplay systems across several ongoing projects, including real-time strategy, isometric shooter, Doom-style FPS, 2D bullet-hell, and deckbuilding games. Worked across gameplay programming, system design, prototyping, balancing, and iterative development. Served as the sole programmer/developer for MEGA city of Titans in the Bezi Game Jam, working alongside a designer and an audio specialist. The game was the only entry to receive a 5 in every category at the time of writing (final results pending).

TOOLKIT

- 01

TypeScript
- 02

React
- 03

Node.js
- 04

Python
- 05

PostgreSQL
- 06

AWS
- 07

System Design
- 08

Unity
- 09

Godot
- 10

2D / 3D / VR Development
- 11

Claude
- 12

Codex
- 13

Bezi
- 14

Agentic AI

EDUCATION

B.S. Computer Science - NC State, B.S. Electrical Engineering - NC State