# **Brian Davidson**

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| **Web**: [briand.co](https://briand.co/) | **GitHub**: [github.com/bsdavidson](https://github.com/bsdavidson) | bsdavidson@gmail.com | (612) 481-4880 |

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| Skills**Languages:*** Go
* JavaScript
* Ruby

**Front End:*** JavaScript, HTML, CSS
* React, React Native, Redux, Babel, jQuery
* Sass, Less, Bootstrap

**Tools & Platforms:*** Docker, Bolt, Git, Postgres, Nginx
* Webpack, Babel, Browserify
* Provisioning with Salt, Ansible
* Testing with Mocha, Karma, WebDriver
 | Open Source ProjectsAll of these projects can be found on my GitHub page at [github.com/bsdavidson](https://github.com/bsdavidson)* **Trimetric** — Real time stop and vehicle information for Trimet transit built with React, Go, Postgres, Kafka, and Docker.
* **Trimetric Mobile** — Android and iOS React Native apps for the Trimetric website.
* **Rong** — The game of Pong, in React.
* **Homebase** — A Go tool for updating Digital Ocean DNS records.
* **LogMonitor** — A Ruby/Backbone.js tool for monitoring log files in your browser.
* **Pressure** — A Ruby gem for broadcasting upstream data over websockets.
* **SimpleScore** — A Node.js server for adding leaderboard functionality to games.
* **Deathbot** — A JavaScript/Canvas project I used to learn more about collision detection and raycasting.
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## Work History

### Williams Sound, LLC (2004 - Present) — [www.williamssound.com](http://www.williamssound.com/)

* Built a cross-platform, on-premise server application in Go and dashboard in React/Redux, used to monitor and manage hundreds of network connected devices in real-time. Includes proxying connections to devices over TCP and WebSocket connections, scheduling tasks, email reports and alerts, licensing, and integration with Prometheus.
* Built a prototype host application to control multiple USB devices using Go and Arduino.
* Built an iOS test application for the Hearing Hotspot audio over WiFi system.
* Developed a dashboard to visualize live usage statistics for Hearing Hotspot devices, with a frontend written in TypeScript and Angular 2, and a backend written in Go. Used Sass for styling.
* Built a responsive website with complete product, sales territory, and download management. Used Less for styling.
* Built custom tools in Go for importing/exporting products in Excel, CSV, and JSON formats.
* Built and released a PhoneGap app for iOS and Google Play to connect to a new network controlled assistive listening transmitter.
* Developed a Ruby backend server and WebSocket driven front end to connect and control multiple networked transmitters.
* Developed responsive AJAX driven web UI for an embedded microcontroller used in an assistive listening transmitter.
* Drupal backend providing content for native iOS and Android apps, with locally deployed caching servers.
* Provisioned both Linux and Windows virtual servers and rack mounted bare metal servers. Responsible for infrastructure capacity planning and network design to support hosted application servers.

### Vegas Wedding Now (2006 - 2014) — [www.vegasweddingnow.com](http://www.vegasweddingnow.com/)

* Designed and built a website which allows you to create, customize and order weddings online, using Contao for content management.
* Developed JavaScript bridge between external shopping cart and website.
* Designed and built a custom application and database to handle the booking and tracking of weddings across multiple venues.

### First Christian Church of Demopolis (2014) — [www.fccdemopolis.org](http://www.fccdemopolis.org/)

* Designed and created the website for a local church. Custom WordPress templates for sections with editable content.

### Demopolis Live (2005 - 2010)

* Built and maintained a local community web portal. Developed custom add-ons and features in PHP for vBulletin and Joomla.

### Advanced Systems and Networks, Ltd (1996 - 2004)

* Developed inventory application for a multinational flooring company.
* Developed company website.
* Developed FileMaker application and database to handle customer accounts, inventory management, and service time tracking.
* Built multi-site WANs that spanned multiple cities.
* Data recovery and drive reconstruction.
* Server support (Windows, Unix, Novell)

### Las Vegas Gaming Association (1998 - 2003)

* Designed community web portal, and developed web integrations with gaming servers.
* Maintained a cluster of co-located FreeBSD servers in a Cox Communications data center.