Davis Cordeiro

Springhill, Nova Scotia

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Skills

HTML5	Node.JS	Java	SQL Server
CSS3	Git	C#	MongoDB
JavaScript	Linux	.NET	Cloudflare
Angular	Python	C++	XML

Education

NBCC, Moncton — *Game Experience Development* — ***Bachelor of Applied Management Degree***

September 2022 - August 2024

Game Design, Project Management, Graphics & Network Programming, Mathematics, Data Structures, Game Engines, and Quality Assurance.

- Worked on various Object-Oriented Programming projects in multiple languages such as Java, C# and C++
- Worked on web dev tools such as JavaScript, ASP, HTML/CSS
- Worked alongside various classmates to complete assignments in a timely manner.

Workplace Experience

IGT Solutions - Moncton, New Brunswick

May 2024 - June 2024

- Improved an existing bare-bones diagnostic tool and became a dynamic scaling tool for the ETG Games, using WPF in C#.
- Diagnosed live Jira ticket issues and helped senior developers develop solutions or solve them independently.
- Improved logic of existing systems within the ETG teams.

At IGT, I developed multiple great relations with coworkers and was a quick learner with their internal systems. I was able to finish assignments ahead of schedule, and worked in a timely manner.

Projects

Website - Personal Project

January 2024

- The purpose of making my own website in my free time was to learn more about not only networking, but also what to do when practically managing a website and server.
- Although the website itself is bare, it still shows my basic understanding of HTML5, CSS3 and networking, through Cloudflare and a domain I bought from Google.
- Tools Used – HTML5, CSS3, Cloudflare, Debian, Docker
- Link – (https://www.digitalninjadev.ca/)

JavaScript Assignment - API Website

June, 2023

- The purpose of this assignment was to integrate multiple APIs into a JavaScript run website, using views and such, running on Node.JS locally.
- It involved using one API that retrieved latitude and longitude data based on a location, then passing it into a weather API to retrieve weather data from a specific location.
- Tools Used – API's, JSON, JavaScript, NodeJS, HTML5, CSS3

C++ Assignment - Frogger

December 2023

- The purpose of this assignment was to utilize the SFML library to make a similar working copy to the original "Frogger" game.
- This project involved us using an OOP mindset when developing it, to be able to add more Entities and Objects, while also involving JSON to make animations from sprite sheets.
- Tools Used – C++, JSON, OOP

Volunteer Experience

Valence Group Inc.

May 2022 – January 2023

- Lead Game Technician
- Worked with other teams to develop new items in the game, as well as coordinated events for players.
- Volunteer Work, optional hours (30+ Hours a week)
- Tools Used – JSON, Java

At Valence, I worked alongside many, and eventually became a lead game technician on their team by rapidly showing my knowledge on using Java. Here I was able to expand on my knowledge of Java and develop plugins for the game to help grow the company.