

Hunter Davis

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90+ apps open sourced on Github:
<https://github.com/huntergdavis/>

WORK HISTORY

May 2012 - Current

Technical Lead SDE (Android) at Rhapsody - Rhapsody International

Senior level developer and technical lead at Rhapsody. Led major feature teams and initiatives across departments. Sole developer on numerous SDKs, automobile integrations, 3D music player interfaces, encryption and networking libraries and innumerable partner integrations. Refactored legacy apps for modern development. Instituted cost saving customer service initiatives to decrease user churn. Led developer migrations to git, gradle, android studio. Mentored incoming developers and interns and created company mentorship program. Numerous patent proposals with one currently in review with USPTO. Developed mostly in java, some openGL. .

December 2011 - Spring 2012

Web Team Member, Miso Media

Senior member of Miso Media web team during company pivot from handheld platforms to web platforms. Lead development, architecture, and optimization of proprietary Fourier transforms and pitch-detection algorithms ported to client side JavaScript. Sole programmer on Miso Web Tuner, a WebGL and javascript strobe tuner. Assisted in development of server API written in PHP. Assisted in development of Miso Workspace, a music teaching platform on the web.

August 2011 - December 2011

Android Team Lead, Miso Media

Lead developer and architect for all Android products at Miso Media, an up and coming music start-up funded by Google Ventures and 500 Startups. Ported Miso Media's proprietary Tuner from objective-C (iOS) to Java (Android). Ported, optimized, and re-factored proprietary Fourier transforms, openGL code, and patent-pending pitch-detection algorithms. Led Android and iOS hackathon teams at TechCrunch Disrupt SF 2011.

Summer 2011

Android Application Developer, Self Employed

Developed and published 65 (and counting) Android applications and games currently available on the Android Market. Popular applications include ultrasonic whistles, image manipulation programs, and various puzzle and action games. Less popular applications include hash generators, encryption and cipher programs, network tools and more.

Summer 2010 - Summer 2011

CEO, Discursive Labs, LLC

CEO and programmer for bootstrapped startup. Developed a number of server-side visualization research projects, as well as a set of HTML5 libraries. Wrote a popular work blog on research topics featured on hacker news and reddit. Along with co-founder, ran day to day operations of startup and financial operations, contract discussions, and potential client meetings.

Spring 2010-July 2010

Senior Software Engineer II, Scalable Network Technologies

Worked with and lead highly technical groups within all teams in company. Increased visibility to high profile military leaders. Lead military integration events and demos at DoD centers around the country. Reverse engineered protocols and implemented new interfaces to military and commodity hardware. Interviewed candidates and advised CEO on hiring technical leads. Continued to assist all technical projects within company. Leveraged my highly visible professional profile outside of the defense industry to attract new hires.

Spring 2009-Spring 2010

Computer Scientist, Scalable Network Technologies

Worked with and assisted on highly technical problems with all teams in company, in addition to kernel team duties. Authored research papers on parallel architecture and business proposals on future development. Worked with cross-departmental teams and external partners to vet findings. Interviewed highly technical candidates and advised upper management on hiring. As a parallel programmer, tested, designed, and implemented parallel threading and messaging models. Worked with high profile military customers on upcoming technologies. Assisted with IT and sales related tasks including hardware pricing, virtual machine implementation, infrastructure growth, military CoN testing and system hardening. Officially mentored new hires and summer interns. Assisted HR with business-related tasks including hiring, planning, and extracurricular events.

Fall 2008-Spring 2009

Kernel Team Member, Scalable Network Technologies

Senior level programmer and member of kernel team, the most technically advanced team at SNT. Re-factored tens of thousands of lines of company proprietary kernel code. Implemented and debugged features in large scale simulations and massively parallel implementations. Designed, implemented, and trained employees on advanced feature sets and public APIs across all products and platforms. Developed and maintained licensing and secure code across all product lines.

Summer 2008

Release Team Lead, Scalable Network Technologies

Summer 2007-Spring 2008

Member of Technical Services, Scalable Network Technologies

Spring 2006-Summer 2007

Research Assistant, KAPL Labs – Indiana University

Fall 2005-Spring 2006

Associate Instructor, Indiana University Bloomington

Spring 2003-Spring 2005

Programmer, Thermwood Corporation

Spring 2001-Spring 2002

Programmer, Information Technologist, Process Technologist; ARS-Group

WORK/ PROGRAMMING SKILLS MATRIX

Employer	Years of Employment	Languages	Development Tools	Operating Systems
Rhapsody	May 2012 - Current	Java, OpenGL	Android Studio, Android SDK, gradle	OSX, Windows, Linux, Android, Other
Miso Media	August 2011 - March 2012	Java, OpenGL (es), C/Objective-C, PHP, Javascript, HTML, WebGL, Actionscript	Eclipse, Android SDK, xCode, iOS SDK, Amazon ec2	OSX, Windows, Linux, Android, iOS
Self Employed	Summer 2011	Java, Android SDK, HTML	Eclipse, Android SDK	Windows, Linux, Android
Discursive Labs	Summer 2010 - Summer 2011	C++,HTML5, Javascript, JQuery	gcc, gdb, vim, aptana, various	Linux
Scalable Network Technologies	Summer 2007 - Summer 2010	C++,C,MPI,various	gcc, gdb, vim, Visual Studio, Xcode, eclipse, various	Windows, Linux, OSX, Solaris, various
KAPL Labs - Indiana University	Spring 2006 - Summer 2007	C++, C	vim,gcc	unix/linux
Thermwood Corporation	Spring 2003 - Spring 2005	C++, Hoops3D, OpenGL, InstallShield	Visual Studio, SourceSafe, Installshield Developer	MFC/win32
ARS-Group	Spring 2001 - Spring 2002	Visual Basic, SQL, Javascript, Java, ASP, C++, HTML	Visual Studio	Windows, Linux

EDUCATION

2005-2007 Indiana University Bloomington, IN
Masters Degree in Computer Science, 3.72 GPA
Focus in Scientific Computing, AI

1999-2003 University of Evansville Evansville, IN
Bachelor of Science in Computer Science, 3.17 GPA
Focus in Graphics, Core CS

PUBLICATIONS/AWARDS

- March 2011 Hacks... BN ID: 2940012274199 ASIN: B004S7B27Q
- Fall 2010 Build Your Own Distributed Compilation Cluster - A Practical Walkthrough BN ID: 2940012184719 ASIN: B004RHXWG6
- March 2010 Live For Free - The Chronicles of a Nerd Saving for a Startup: BN ID: 2940012269249 ASIN: B004RCLWCM
- October 2008 The Common Instrument Middleware Architecture, D.F. McMullen H. Davis, et al. As published in Grid Enabled Remote Instrumentation, ISBN 978-0-387-09662-9
- Spring 2003 Awarded "Most Outstanding Project in Computer Science", University of Evansville - Senior Design Project

References

Professional and academic references are publicly viewable at www.linkedin.com/in/hunterdavis

PERSONAL ACHIEVEMENTS IN THE FIELD

- 2014 Personal article featured on opensource.com
- 2012 Open sourced 80+ full projects on GitHub over a 2 hour period, setting a number of records.
- 2012 Open sourced 'Source Tree Vis', a source tree visualization suite which interfaces with popular source control servers and visualizes them as actual trees with branches and leaves that grow and change. This quickly became a popular project and was featured on Reddit and various blogs.
- 2012 Open sourced 'QuickGrapher', an HTML5 equation solving and graphing library and implementation. This quickly became a popular project and was featured on Hacker News and Reddit.
- 2011 Created 'Airbeats', an augmented reality drumkit during the TechCrunch Disrupt SF Hackathon
- 2011 Successfully completed the Jedi Software Challenge twice, writing and publishing an app a day on the Android Market for the months of June and July.
- 2011 Time-lapse video of me developing and publishing an Android app start to finish goes viral.
- 2010 Featured numerous times on news sites and blogs for various reverse engineering projects, work cited by engadget as a "masterpiece".
- 2009 Credited with the creation of a "\$38 Linux Netbook", featured on front page of engadget, hackaday, boingboing, make, wired, and many others.
- 2009 Ported and assisted in the porting of more high profile software packages, including debian, to the Zipit Z2 arm platform.
- 2008 Ported high profile software packages to the Zipit Z2 arm platform, garnering international attention and reviving the long-dead Z2 community.
- 2008 Invented and published a working treatment for sleep paralysis syndrome.
- 2005 Authored Title Bar Scroller, a popular book reading program featured in Netrunner Japan magazine.
- 2004 Authored SSRSS, a popular rss feed creation utility later community revived by programmers on SourceForge. Featured in WebDeveloper UK, WebDeveloper IT magazines.
- 2001 Created www.hunterdavis.com, a blog and platform to distribute my software, hardware hacks (Hackaway charity), and to assist others in programming and reverse engineering tasks.