

IAN DAVIS

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EDUCATION

Bachelor of Computer Science, Oregon State University

In Progress

SKILLS

Languages	C#, JavaScript, TypeScript, SQL
Frameworks	.NET Core, Entity Framework, Vue.js, Tailwind CSS
Tools	Azure DevOps, FFmpeg, Git
Database	PostgreSQL, SQL Server
Other	REST API Design, CI/CD, Docker, Software Architecture

EXPERIENCE

Full Stack Software Engineer

02/2022 - Present

MemoryShare

Dallas, TX

- Rewrote the core video rendering engine using C# and FFmpeg, reducing render time from 20+ minutes to under 2 minutes. Restructured architecture to offload archive generation and HLS streaming to background tasks, improving scalability and responsiveness.
- Led 2-year technical development of real-time collaborative tribute video platform with 500+ videos produced. Architected SignalR-based editor supporting simultaneous contributors, anonymous QR authentication for non-users, and Azure Functions integration for facial recognition and copyright detection.
- Built automated copyright music compliance system generating alternative versions with vetted songs, and resolved production scaling issues by implementing multipart rendering for videos averaging 300+ slides.
- Implemented perceptual photo hashing to detect duplicates and near-duplicates on upload, reducing manual curation time by over 50% for large albums.
- Migrated 80,000+ videos from direct MP4 delivery to HLS streaming via CDN, eliminating 30+ second scrub buffering and reducing playback-related support tickets by 90%. Moved originals to cold storage for cost optimization.

Instructor Assistant

12/2021 - 06/2022

PDX Code Guild

Portland, OR

- Mentored 30-student cohort through 6-month full-stack curriculum including JavaScript, Python, Flask, and Django.
- Reviewed student pull requests across multiple technology stacks, guided debugging efforts on framework-specific issues, and provided 1:1 mentorship on Git workflows, API design, and deployment concepts.

PROJECTS

Callsign Developed a VS Code extension for exploring and testing OpenAPI specifications with an integrated HTTP client. Features include spec visualization, request building, and response inspection.

<https://iandavis.dev/projects/callsign> | [VS Code Marketplace](#)

Forma Built a real-time action roguelite using Three.js and a custom Entity Component System architecture. Features procedural dungeon generation, AI enemies with spatial awareness, and responsive 3D combat with low-poly aesthetics.

<https://iandavis.dev/projects/forma> | <https://forma.iandavis.dev>