Tiago Davies

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SKILLS

- **Languages:** C#. Java, Python, C
- **Version Control:** Github
- **Engines:** Unity, Godot

WORK EXPERIENCE

Teaching Assistant – University of Rochester, Rochester, NY   *01/2023 – 06/2024*
- Supported Computation and Formal Systems, Data Structures and Algorithms (twice), and Intro to Computer Science courses.
- Helped students with code design, architecture, and debugging during lab sessions.

Peer-Led Team Learning Leader – Center for Excellence in Teaching, Rochester, NY   *01/2022 – 12/2022*
- Led weekly peer discussions for groups of ~20 students, reinforcing key course concepts in a collaborative classroom setting.
- Developed leadership and teamwork skills through weekly training focused on effective communication and student engagement.

Project Management Internship – Bosch Thermotechnology Corp, Watertown, MA   *03/2021 – 06/2021*
- Utilized production software to manage tasks of various teams.
- Coordinated cross-functional collaboration between marketing and engineering teams to keep projects on track and meet deadlines.

PROJECTS

Flames Legacy   *03/2025*
- Implemented a large skeletally rigged dragon and various shaders using the Godot engine.
- Awarded best game of the jam for the Xcalibur'25 game jam.

Under Pressure   *11/2024*
- Collaboratively programmed a 3D video game using the open-source Godot game engine.
- Voted as people's choice from the 26 competing projects and won best in entertainment.

Java Swing Game   *09/2024*
- Implemented a 2D spaceship game programmed in Java using the Swing graphics library.
- Utilized composition over inheritance principle, creating modular game objects and level creation.

Networked Multiplayer Game   *11/2023*
- Implemented a network multiplayer game programmed in C# using the Unity game engine.
- Implemented A* path finding algorithms with different weight nodes.

Turing Trouble   *11/2023*
- Created puzzle game for the DandyHacks'22 hackathon and won best in entertainment and best use of Github out of 28 projects and 90+ participants.
- Implemented using C# and custom data containers allowing for modular level creation.

2-TRIS   *10/2022*
- Implemented a Tetris-like game using Python and the pygame library for the Dandyhacks'22 hackathon.
- Awarded best in entertainment and best UI/UX among the competing 28 projects and 80+ participants.

AWARDS

Tom Hope Memorial Media Scholar   *02/2025*
- Selected by faculty as the sole nominee from the University of Rochester for high character and achievement in a media project.

EDUCATION

University of Rochester, Rochester, NY   *05/2025*
Bachelor of Science in Computer Science
- Cumulative GPA: 3.79 (out of 4.0); Dean's List four semesters.
  Activities: Water polo club business manager.