

Alden Davidson

adavidson@pm.me
570-412-3528
github.com/ananaso

PROFESSIONAL SUMMARY

Software engineering professional with experience developing and designing web applications using modern web technologies. Strong interest in continuous learning and using new tools to improve products and processes. Adept at developing and deploying full-stack solutions, and resolving bugs and production issues in low-visibility environments.

SKILLS

Languages & Tools: Azure Kubernetes Services, CSS, Docker, Git, GNU/Linux, Kotlin, L^AT_EX, MySQL, React, Spring Framework, TypeScript
Practices: Continuous Integration, Extreme Programming, Test-Driven Development, User-Centered Design

WORK HISTORY

- 01/2022 – Current **Full-stack Software Engineer**
United States Space Force | Los Angeles, CA
- Developed and sustained two full-stack applications for 1200+ space command & control users requiring worldwide availability
 - Transitioned two applications from Cloud Foundry to Azure Kubernetes Services as tracers for new pipeline and deployment environment
 - Practiced test-driven development at unit, integration, and end-to-end levels to ensure high code quality in continuous integration environment
 - Participated in requirements gathering for high-visibility action to solidify prerequisites and determine best technical solution to meet user needs
- 11/2019 – 12/2021 **Project Manager**
United States Space Force | Los Angeles, CA
- Planned, scheduled, and negotiated \$28M follow-on for \$34M project
 - Monitored project performance to identify and implement improvements
 - Led cross-functional team of 8 to resolve project issues and mitigate risks
 - Provided detailed project status updates to users, executive management, and other stakeholders

EDUCATION

- 05/2019 **Bachelor of Science: Computer Engineering**
Rochester Institute of Technology | Rochester, NY
- Senior Design: Low-cost Fundus Camera, worked with multidisciplinary team to design low-cost functional modern fundus camera capable of capturing screening-quality retinal images