

Morgan K Davis

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EXPERIENCE

Consulting Software Engineer, Turtle Beach Inc., Remote — Nov 2018 - Present

Developing a next-gen cross-platform software architecture.

Interim Director, Software Development, Turtle Beach Inc., Remote— Jun 2018 - Nov 2018

Overseeing software development for a seasonal product launch.

Senior Software Engineer, R&D, Plantronics Inc., Santa Cruz, CA — Oct 2016 - Jun 2018

Software Engineer, Innovation Team, Plantronics Inc., Santa Cruz, CA — Oct 2012 - Oct 2016

Software engineering lead for a multidisciplinary team exploring new ideas and technologies. Development of many conceptual prototypes, early product iterations, and exploring and evaluating new technologies. Technologies used include Obj-C, C++, Java and Python on many platforms. Lead multiple small development teams and mentored many students and junior developers.

Software Engineer, AOptix Technologies Inc., Campbell, CA — Jul 2011 - Oct 2012

Developing front-end, middleware, and core algorithm porting and optimization for the world's first iPhone-based iris and fingerprint recognition platform. Development consisted of porting image processing algorithms from Linux/C++ to iOS environment, using CoreImage and OpenCV to provide real-time iris & face view finding functionality, specifying and implementing the 30-pin MFi serial communication protocol, developing and skinning the native iOS app interface, and creating manufacturing configuration and calibration tools.

Founder, MKD Software LLC, Placerville/Santa Cruz, CA — Jun 2001 – Jul 2011

Developing freeware and commercial applications for the Mac OS X platform. All operations were performed by myself, including: product design and development, sales and marketing, web/database design, and customer relations/support.

Popular titles include:

- *Socks* (formerly System Optimizer X) – Shareware – More than 250,000 downloads and more than 10,000 registered users.
- *BiggieSmall* – Shareware – More than 1,500 downloads and more than 100 registered users.
- *iMote* – Freeware – More than 30,000 downloads.
- *Pinki* – Freeware – More than 25,000 downloads.

EDUCATION

B.S. Computer Science, 2011 – University of California, Santa Cruz

ENUMERATED SKILLS

- OpenGL/Computer Graphics and game engine development
- C and C++ development for Linux, macOS, and Windows
- Objective-C and Swift development for iOS and macOS
- Java/Android application development
- C# development with .NET and Xamarin
- Working knowledge of/experience with common web technologies — JS/HTML/CSS/SQL
- Strong knowledge of mathematics, Computer Science theory, and modern software design practices