

Morgan Davis

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## **SUMMARY**

I'm a software generalist and an experienced technical lead. I'm self-motivated, communicate well, and enjoy solving difficult problems. My background is primarily in developing native applications for a variety of operating systems and languages, and I've recently taken an interest in computer graphics.

## **EXPERIENCE**

### **Study Sabbatical | Sept 2022–Present**

- Self-motivated focus on computer graphics, realtime rendering, C++, and other areas of personal interest.

### **Principal Software Engineer, Turtle Beach Inc. | Feb 2020–Sept 2022**

- Developed multiple cross-platform applications for iOS, Android, Windows and macOS using C#/Xamarin, with native components written in Objective-C, C++, Swift and Java.
- Worked closely with Engineering, Product Management, and Key Stakeholders to define program requirements, deliverables, and schedule.
- Managed a team of six engineers. Responsible for architecture, code review, and mentoring junior engineers.

### **Consultant, Turtle Beach Inc. | Jun 2018-Feb2020**

- Technical lead for in-house and offshore development teams.
- Developed and maintained existing applications resulting in multiple on-time product releases.
- Pioneered next-gen software architecture using C#/Xamarin.

### **Senior Software Engineer, Innovation, Plantronics Inc. | Oct 2016-Jun 2018**

### **Software Engineer, Innovation, Plantronics Inc. | Oct 2012-Oct 2016**

- Software development lead for Innovation Team – a multidisciplinary team exploring new ideas and technologies.
- Contributed to company strategy & product roadmap development. Created conceptual prototypes, early product development feasibility studies & strategic partner integrations.
- Responsible for creating demo applications, pilot program software, working with partners on technology integrations, and sponsoring hackathons.

### **Software Engineer, AOptix Technologies Inc. | Jul 2011-Oct 2012**

- Ported and optimized core image processing algorithms from Linux/C++ to iOS/CoreImage/CoreGraphics.

- Used CoreImage and OpenCV to provide real-time iris & face finding functionality.
- Specified & implemented 30-pin MFi communication protocol.
- Created and skinned the native iOS app interface.
- Designed and implemented several manufacturing calibration and configuration tools.

#### **Founder, MKD Software LLC | Jun 2001-Jul 2011**

- Developed free and commercial applications for Mac OS X.
- All operations performed by myself, including: application design & development, sales & marketing, web & sales backend, and customer relations & support.
- Most application code was written in Objective-C with Cocoa, with other components written in C with Carbon and other libraries.
- Several titles enjoyed widespread public use and commercial success.

#### **EDUCATION**

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

#### **ENUMERATED SKILLS**

- Mathematics and Computer Science theory
- Cross-platform C++ development
- OpenGL, GLSL, and associated technologies
- macOS, iOS, Android and Windows development
- C#/Xamarin development
- Strong interpersonal skills
- Excellent written and verbal communication skills

#### **EXTRACURRICULAR**

- Developing a C++/OpenGL game engine
- Astronomy photography
- Downloading NOAA weather satellite images in my attic
- Wrenchin' on, tunin', and trackin' a rotary Mazda RX-7