

**Morgan K Davis**

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## **EXPERIENCE**

### **Consulting Software Engineer, Turtle Beach Inc. | Feb 2025 – Present**

- Leading mobile companion app development for simulation-based products (flight, race) using Flutter/Dart.
- Occasionally lending a hand to audio-based mobile, desktop and firmware teams.

### **Study Sabbatical | Sept 2022–Feb 2024**

- Self-motivated focus on realtime 3D rendering, C++, and other areas of personal interest.
- Game engine project at: [avara3d.net](http://avara3d.net)

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

- Developed and launched 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.
- Lead a team of six engineers. Responsible for architecture, code contribution, code review, and mentoring junior engineers.

### **Consulting Software Engineer, Turtle Beach Inc. | Jun 2018 - Feb 2020**

- Lead software development 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/PLT Labs, Plantronics Inc. | Oct 2016 - Jun 2018**

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

- Lead software development for Innovation & New Ventures – a multidisciplinary team exploring new ideas and technologies.
- Contributed to company strategy and product roadmap development. Created conceptual prototypes, early product development feasibility studies, and strategic partner integrations.
- Responsible for creating pilot program software, demo applications, device SDKs, partner technology integrations, and sponsoring hackathons.

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

- Ported and optimized core iris & face image processing algorithms from Linux/C++ environment to iOS/CoreImage/CoreGraphics.
- Created and skinned native iOS app. Used CoreImage and OpenCV for real-time iris & face finding functionality.
- Specified & implemented 30-pin MFi communication protocol.
- Created standalone SDK for customer integrations.

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

- Developed free and commercial applications for Mac OS X using Objective-C/Cocoa and C/Carbon.
- Several titles enjoyed widespread public use and commercial success.

**EDUCATION**

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

**ENUMERATED SKILLS**

- Math and applied CS theory
- C++, Objective-C, C, C#, Dart
- HW/SW integration
- Native iOS, macOS, and Linux development
- Realtime 3D rendering, OpenGL, GLSL
- Git, CI, CMake
- Excellent written, oral, and interpersonal skills