

# ▼ Garrison Davis

Computer Science + Game Design

<http://gdavis.io>

## Education

'17 **B.S. Game Design and Development** | Rochester Institute of Technology : 2015-2017

'14 **A.S Information Systems** | Finger Lakes Community College : 2013-2014

## Employment

**Game Developer** | Darkwind Media : January 2015 - Current

- 3+ shipped multiplatform games and enterprise applications.
- Delivering efficient and maintainable content within deadlines on performance-sensitive platforms including mobile, console, and VR devices.
- Development and submission of 8 successful master submissions and 28 patches on Apple, Google, Microsoft, Nintendo, and Sony platforms.
- Identifying and implementing efficiency procedures such as automation and custom tooling to reduce iteration time for builds by hundreds of hours or more per project.
- Applying Software Engineering concepts as part of the development process including documenting concrete requirements, planning optimal class structure, properly abstracting dependencies, and anticipating / preventing future issues.
- Success in fostering team atmosphere through collaboratively implementing and improving coding styles, project and code documentation, version control procedures, and group positivity/morale.

## Skills

- 5 years professional Unity, C# experience
- 2 years front/backend webdev including node.js, javascript, html/css,
- Experience with graphics/engine programming in C++, OpenGL, DirectX, shaders, and vector calculus.
- Working knowledge of many other languages/paradigms including Java, python, C, Unreal Engine, and desire/skill to quickly learn any new language/software.
- Database design and development including MySQL/MariaDB, Redis, and MongoDB
- Years of experience with version control systems including git, perforce, mercurial.
- Agile development practices and tools including Jira, Trello, continuous integration.
- Much experience with technical game design skills/concepts including: build pipelines, asset pipelines, patching, networking, performance profiling/optimization, file system emulation/wrappers, platform-specific feature abstraction, batch content processing, visual content generation, gameplay logic, tools development, network sanitation, cross-language marshalling, localization, drop-in/out co-op, etc.
- Regular public and external relations work with clients and customers.
- Driven self-starter attitude that works great individually and as part of a team.