

BD

BROCK DAVIS

GAME DESIGNER, ACCESSIBILITY SPECIALIST
DAVIS_BROCK@YAHOO.COM | BROCKRDAVIS.COM

SKILLS

Game design
Unity3D
Unreal Engine 4
C++, C#, Python
Jira
Agile methodology
Teamwork
Communication

EDUCATION

Cyber Defense
Professional Certificate
University of Central
Florida
August 2020
Master of Science in Game
Design
Full Sail University
September 2018
Bachelor of Arts in Media
Arts and Game
Development
University of Wisconsin-
Whitewater
December 2015

EXPERIENCE IN GAMES

QA Analyst, Keywords Studios-(September 2019-present)

- Part time remote black box QA on various types of games

Stereotypical World- Designer, developer (December 2015-present)

- Programmed the majority of the prototype
- Came up with the concept and made it a reality

Dino Tanks- Developer (February 2018-September 2018)

- Learned and added features to a codebase that was in the work for three years at the time I got there
- Commented thoroughly throughout my code so others would know what's going on with my code
- Helped other developers to get familiar with the code

The Library Mouse- Developer, designer (October 2017 – May 2017)

- Programmed all aspects of the game
- Prototyped levels and did the main concept for it

WORK EXPERIENCE

GAME DESIGNER • BROLOL GAMES • OCTOBER 2016 – AUGUST 2017

Prototyped and created the game mechanics for The Library Mouse in Unity, created the art for the game, communicated the game idea with others

ASSISTIVE TECHNOLOGY TECH • UNIVERSITY OF WISCONSIN-WHITEWATER • SPRING 2013 – DECEMBER 2015

Assisted the students and faculty with their computer problems, maintained a blog for the disability center, upkept the center for students with disabilities website

VOLUNTEER EXPERIENCE OR LEADERSHIP

Disability Awareness and Allocation Collation, VP, 2012

DAVIS_BROCK@YAHOO.
COM

@BROLOL



(563) 299-7898



LinkedIn