

BD

BROCK DAVIS

QA ANALYST, ACCESSIBILITY SPECIALIST
DAVIS_BROCK@YAHOO.COM | BROCKRDAVIS.COM

SKILLS

QA Testing
Unity3D, Unreal Engine 4
C++, C#, Python
Jira, Confluence, TestRail
Agile methodology
Black box QA
Dev kits(Xbox, PS4, PS5)
Teamwork
Communication

EDUCATION

Cyber Defense
Professional Certificate
University of Central
Florida, 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

QA Analyst, Blizzard -(February 2021-present)

- Full Time QA on Diablo 2 Resurrected(D2R) and Diablo 4(D4), part of the UI team(D2R), Cinematics(D4), lead the cinematic QA team for three months when the game was launching as well as post launch support(D4), Battle pass(D4), Seasons journey(D4), even seasons(D4)

QA Analyst, Keywords Studios-(September 2019-February 2021)

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

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

- Programmed the majority of the game, came up with the concept and made it a reality

WORK EXPERIENCE

QA ANALYST • BLIZZARD • FEBRUARY 2021 – PRESENT

Worked on Diablo 2 Resurrected, on the UI QA team, helped with the accessibility aspect of the game, designed accessibility features for Diablo 4, Diablo 4 pre-launch analyst, Diablo 4 post launch analyst

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

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