

Contact Points

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GitHub: <https://www.github.com/21pdavis>

Itch.io: 21pdavis.itch.io

Stormy Castle

<https://21pdavis.itch.io/stormy-castle>

YouTube Stormy Castle Full Playthrough (LINK)

See resume for project description.

Ogre Final Boss Fight



Fighting Some Enemies



Telekinesis powers



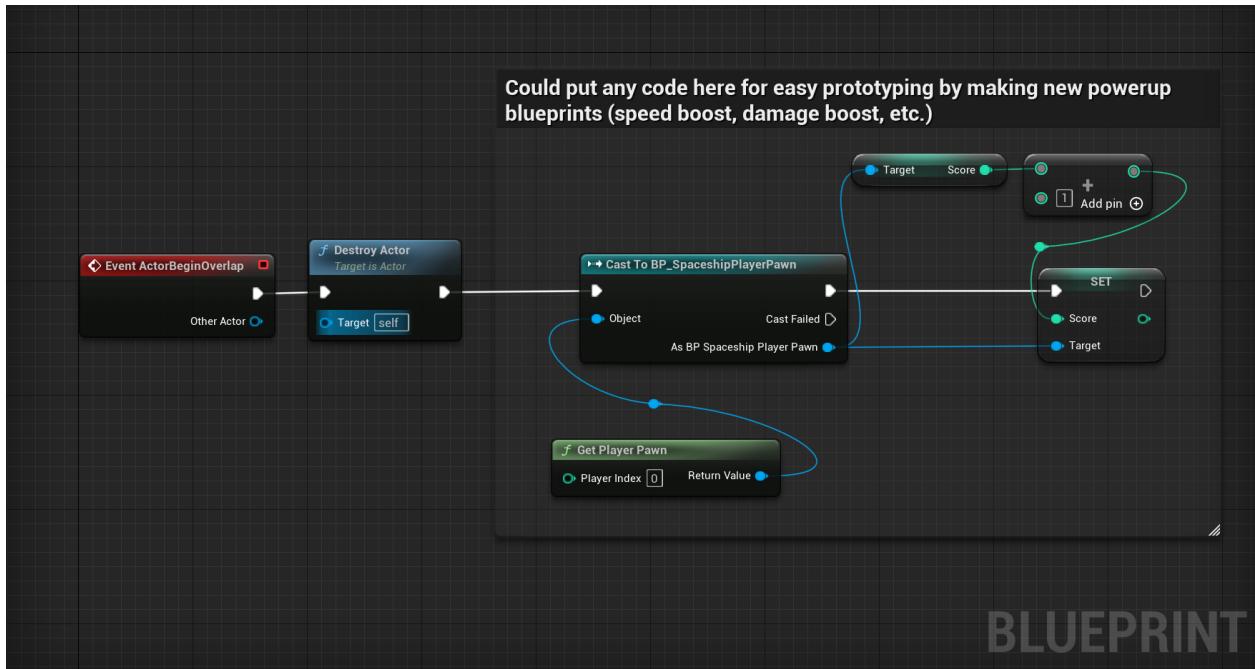
Star Warden

<https://21pdavis.itch.io/star-warden-non-game-jam>

▶ Star Warden Final Demo (LINK)

See resume for project description





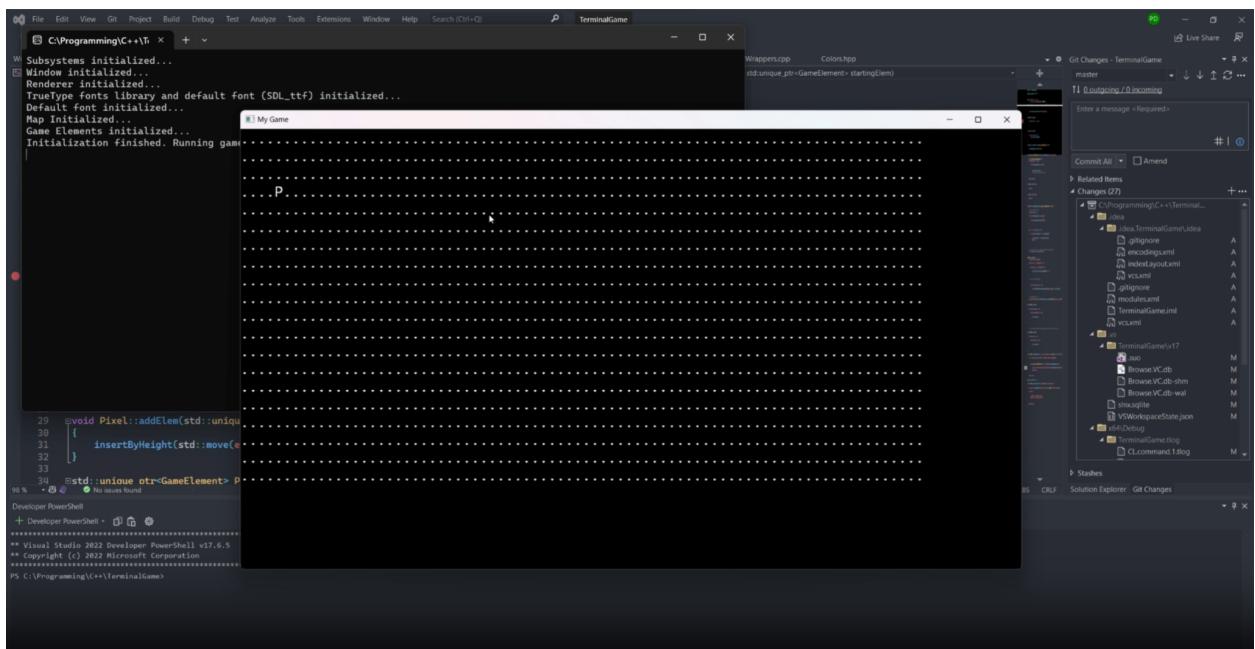
BLUEPRINT

(Simple Blueprint Showcase for Extendable Powerups)

SDL Terminal Game

<https://github.com/2lpdavis/TerminalGame>

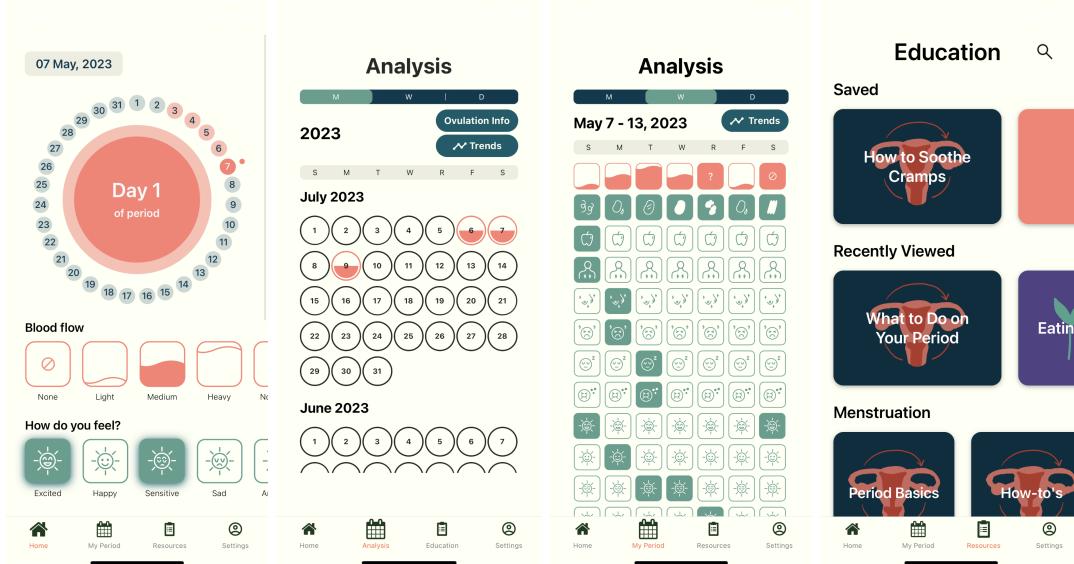
Less to show off here! The more interesting parts of this project are in the code and the technical implementation of what I am doing. I'd love to chat about this project, as it was super educational and very interesting



Small Acts for Sustainability Period Tracking App

<https://github.com/duchth1903/sas-period-tracker>

This project is listed on my resume under my BUILD UMass section, though in less detail than some of my other projects. This was a 9-month collaboration between Small Acts for Sustainability, Santa Barbara Creative Lab, numerous translators, and many other individuals that culminated in the closed beta testing of this app in India during Summer 2023. You can read more in my LinkedIn projects section.



NIKO The Robot Desk Buddy

<https://sites.google.com/umass.edu/niko/images?authuser=1>

This is also not currently listed on my resume, but it was the final project for my robotics class - a robot that takes various forms of input like gesture sensing, voice commands, and more, and can walk, play sound from his speaker, and output custom text.



Recognition GUI App

<https://github.com/2lpdavis/Recognition-GUI-App>

This project is not listed on my resume, but is a demonstration of my Python programming skills. Uses OpenCV for live hand and face recognition.

