Garrison Davis .

cell: (585)-982-0091
437 Tara Lane
Webster, NY 14580

Education ■

Rochester Institute of Technology   2015-2017   (anticipated)
  B.S. Game Development and Design

  3.800 cumulative GPA

Finger Lakes Community College   2013-2014
  A.S. Information Systems

Work History ■

(January 2015 - September 2016) Game Developer
Darkwind Media   Rochester, NY

- Rapidly developing and optimizing features to constantly achieve the quickest implementation that boasts both scalability and efficiency
- Taking responsibility and leadership of delegated tasks and ensuring their completion through effective communication and collaboration
- Creating/maintaining intricately designed and detailed documentation referenced by both peers and external decision makers

Accomplishments ■

- **8 years student game development**, including:
  - Independently developing and publishing highly polished multi platform commercial releases
  - Leadership in collaborative game jam entries, including to Global Game Jam and Ludum Dare
  - National finalist and New York state winner of BKFK Invent-A-Game challenge
- **Constant academic achievement**, including:
  - Honored on the Dean's List every semester attended at both RIT and FLCC
  - Awarded RIT Trustee Scholarship and FLCC Alumni Association Merit scholarship
  - 2-term president of Nu Xi division of Eta Sigma Alpha honor society and member of Phi Theta Kappa honor society
- **4 years formal training in game design and production**, including:
  - 42 credit hours over 6 semesters of study directly related to Game Design and Development
  - Traveling internationally to shadow and learn from foreign game developers and studying the cultural impact of games
  - Attendance at countless conferences and workshops, including NextPlex high-tech community, RIT's Magic speaker series, and Unite Boston
- **Extensive experience developing in a team setting**, including:
  - Extreme familiarity with professional communication and collaboration across various softwares/methodologies; including jira, agile, scrum, trello, kanban, slack, perforce, git, mercurial, and more
  - 4 years FIRST robotics experience as lead programmer; earning multiple team awards including 1st place robot performance